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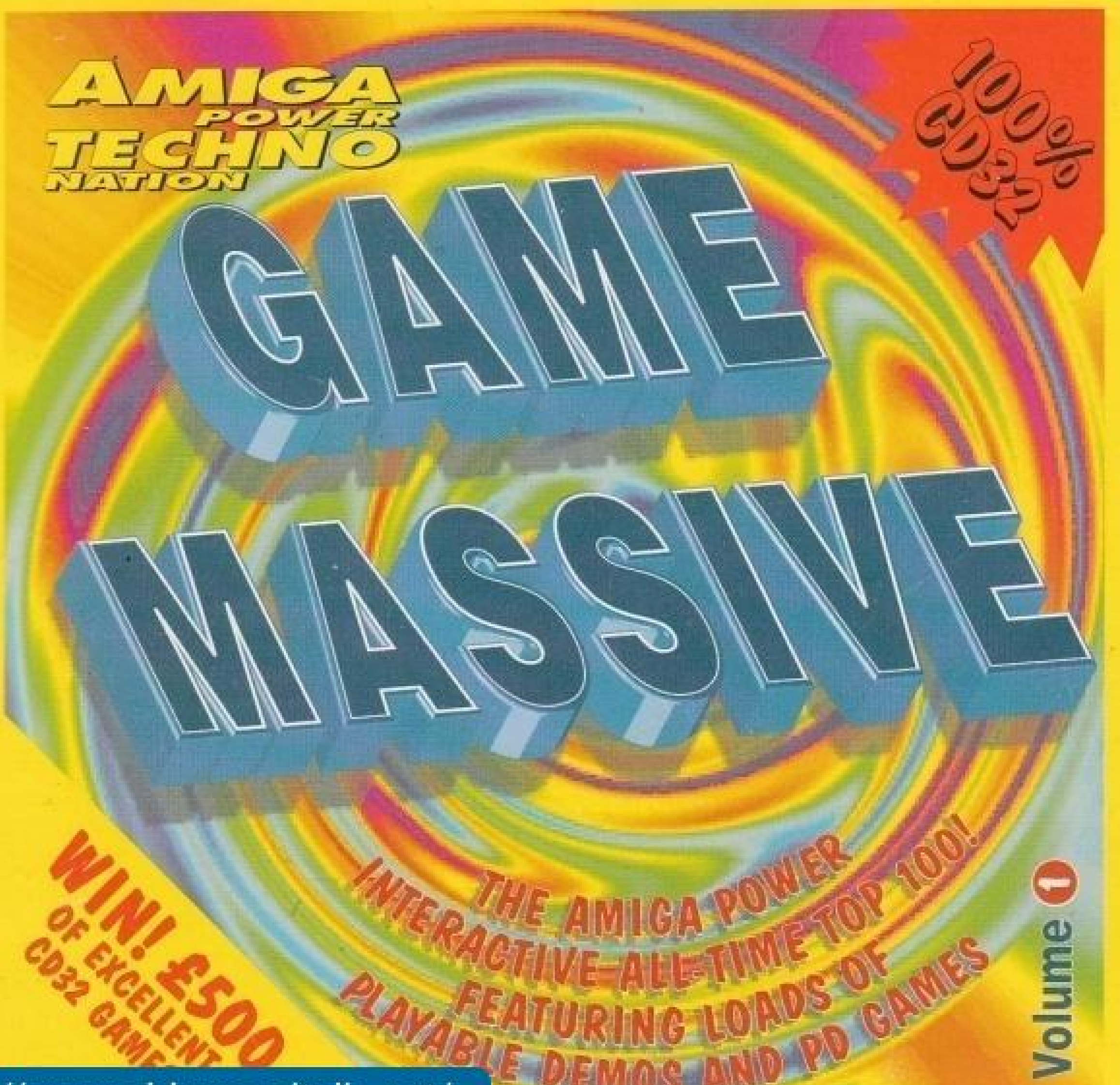
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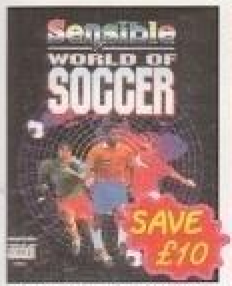

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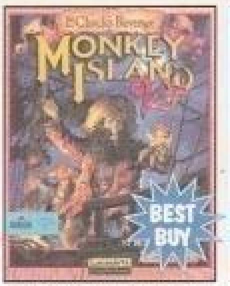

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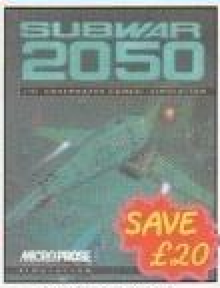

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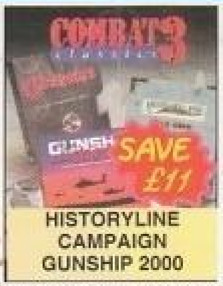

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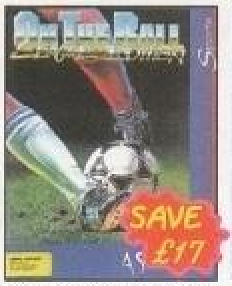

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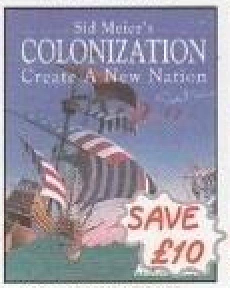

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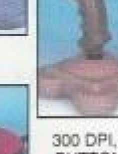

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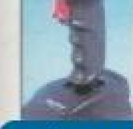

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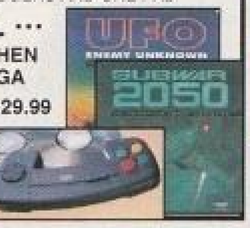

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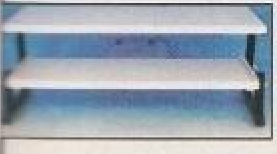

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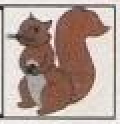

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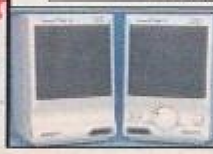

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AMIGA POWER
ISSUE 49 MAY 1995

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REGULARS

22 NEWS
Insinuating themselves into various computer shows and plying software publishers with cheap alcohol, our sinister agents return fat with information. THIS PLEASES US.

64 COMPLETE CONTROL
Once more your embarrassing inadequacy at games leads you to mumblingly consult our resident tips therapist. We expect you even apply under assumed names, and pity you.

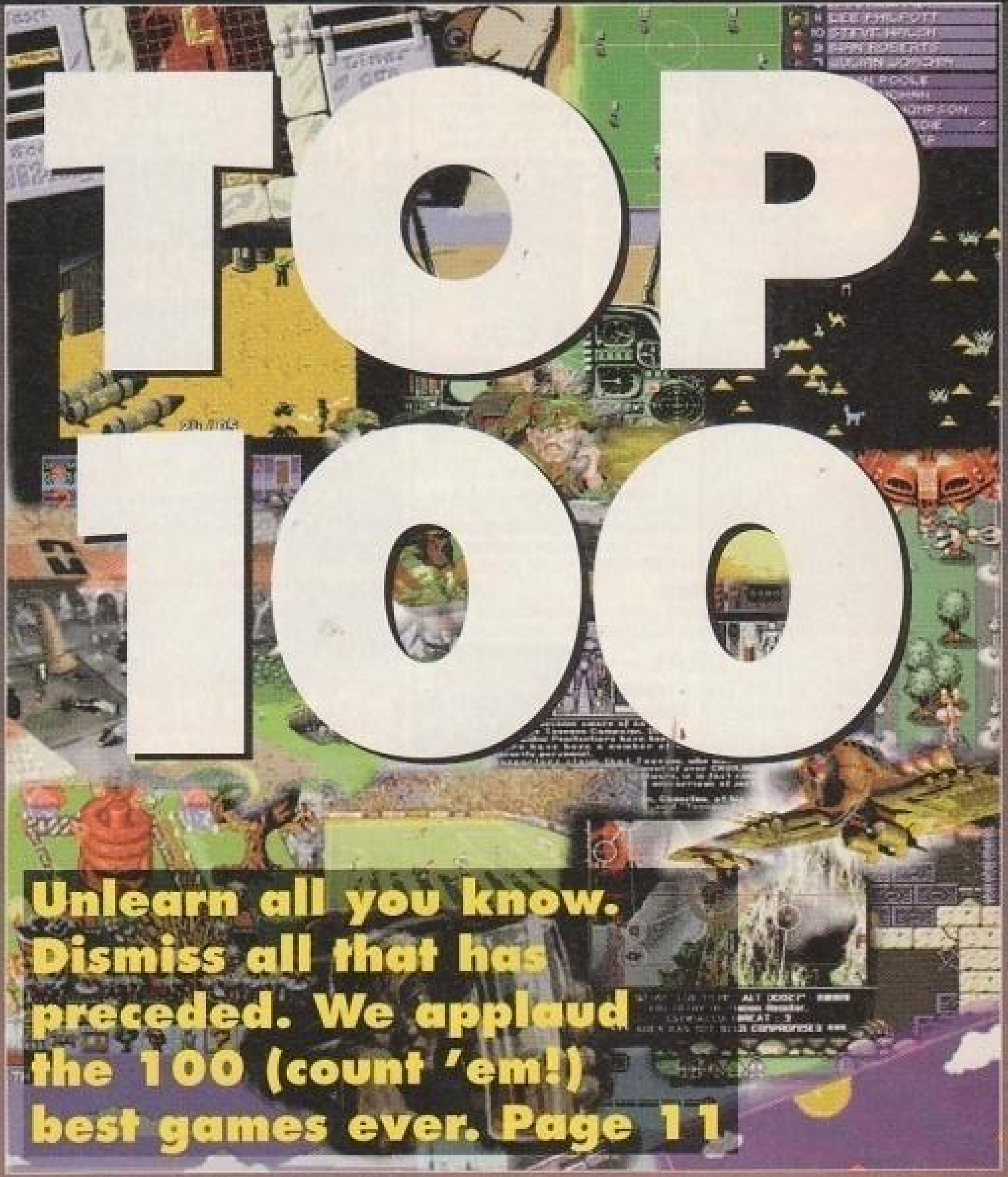
72 BACK ISSUES
Arm yourself with a full complement of our Whatever Happened To features and mock with uncleavable authority the saps who take those things seriously.

77 SUBSCRIPTIONS
Share in the last year of AMIGA POWER and save money to spend upon another unwitting subsidiary of our evil mega-global corporate paymasters.

84 LETTERS
Launch a career in journalism by impressing us enough to award you irregular work. Or complain that we don't carry printer reviews and see your address passed on to the Exalted Grand High Wizard of the International Pet-Hating League.

88 THE GARDEN THAT TIME FORGOT
Somewhere in these reader ads we have concealed a secret phrase that could win you £1,000 of software. Possibly.

90 THE BEHIND MEN
Events are not random. Accidents do not occur. Here is the true reason for all things.



TOP 100

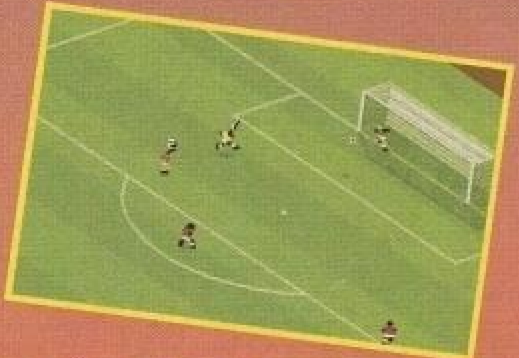
Unlearn all you know. Dismiss all that has preceded. We applaud the 100 (count 'em!) best games ever. Page 11

TFX

It doesn't work on an A500. Or an A600 either. It's uninspiring on an A1200. But – oh! – on Amiga Shopper's A4000 it's... well, find out. Page 40

EXILE A1200

Gone is the gentlemanly saviour in the space suit. This time the fate of the world rests on the T-shirted shoulders of an unpleasantly barbered thug. Page 46

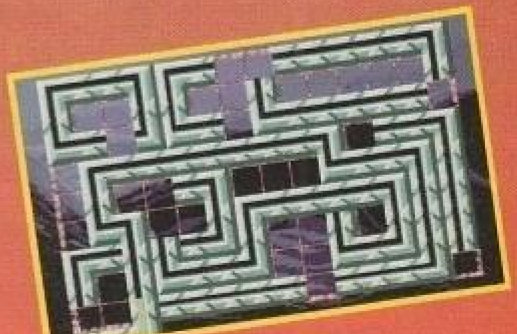


SUPER LOOPZ

The people behind *Bubble and Squeak* help up an old puzzle game from the pavement, dust it down and straighten its tie, make cheerfully inane comments about not needing to worry and it being nothing a hot cup of tea wouldn't cure, and do a very bad thing. Page 50

MAN UTD THE DOUBLE

Every 1940s film series had to have an episode where the hero encountered his evil doppelganger. Inevitably the leading actor played both parts, aided by the back of the key grip's similar head. Page 44



E WOULD JUST LIKE TO SAY: "Don't stand so close to me!"

CAM WOULD JUST LIKE T

STEVE F WOULD JUST LIKE TO SAY:

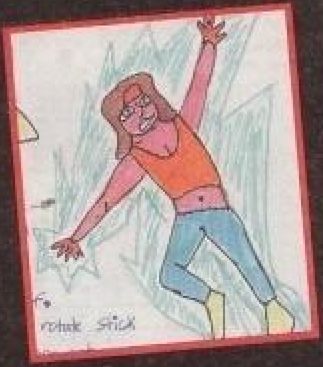
OVER 4.0

PENCE PER PAGE.

LEST WE FORGET

Before the future (that is almost here) loading games involved pictures of disks. Page 36

SHADOW FIGHTER WINNERS



We demanded new fighters of you. AND YOU DELIVERED, albeit largely poorly. Page 58.

WIN A CD32!

You can keep biscuits in its disc caddy and play music. Page 54

REVIEWED THIS ISSUE

MAY 1995

FULL-PRICE

Ants ----------------------------49
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Impact -----------------------------75
Ishar 2 -----------------------------76
Legends of Valour -----------------75
Rome AD92 -------------------------76

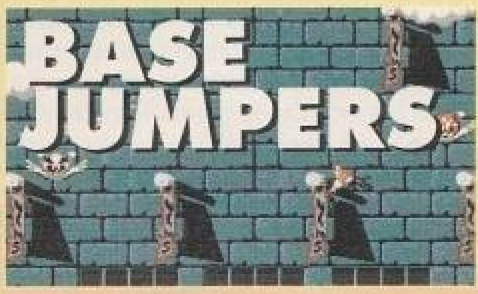
PAUL WOULD JUST LIKE TO SAY: "It's so very."

SAY: "And you haven't. Nyaa-nyaa-nyaa."

disk 49

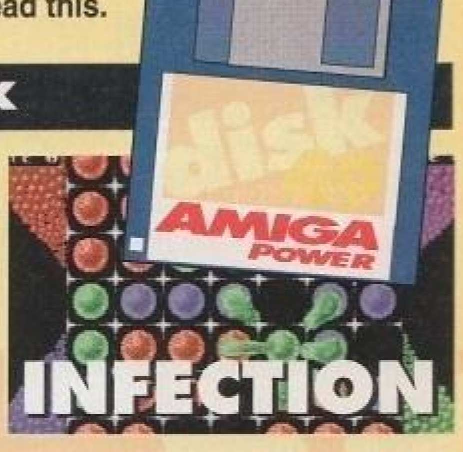
he cover of the issue are two repellently blue disks. They dangle unhappily due to the tremendous weight of demos and games spread upon them, and cheap sellotape. Owners of AP49's CD edition need not, of course, have read this.

INTRODUCING DISK



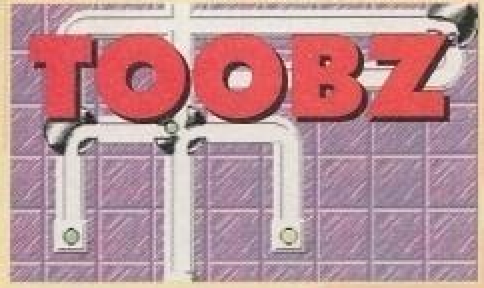
BASE JUMPERS

A fiendishly tricksome level from Rasputin's four-player Ascension/Fricative Freefall Game Of Champions. With a secret round of *Joust*.



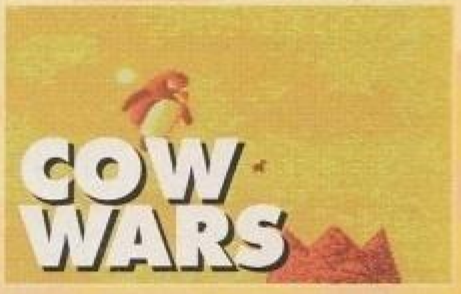
INFECTION

Othello Goes Biological. Like Hamlet Goes Business, but with slightly more emphasis on (once again) four-player engagement.



TOOBZ

Boston Bomb Club Doesn't Go French. Compel small coloured balls to fill holes more efficiently than your opponent.



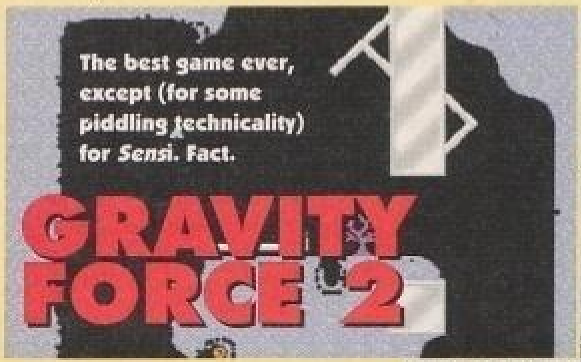
COW WARS

Two siege catapults, a mountain, a sinister penguin, two sets of styrofoam, glass and real cows. LET BATTLE COMMENCE.

WHICH DID YOU CHOOSE

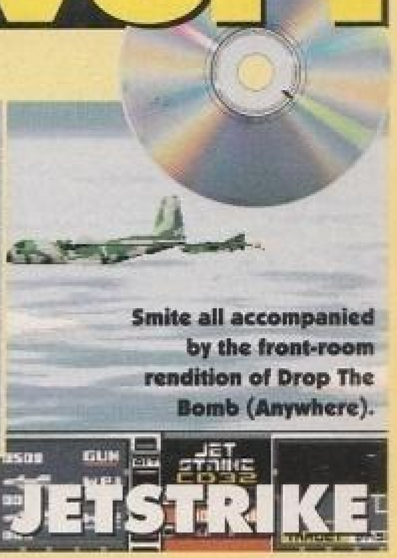
Ever striving for fresh experience, AMIGA POWER has for one month only despatched CD editions of itself to all corners of the world. Should you have bought such a magazine, you will see not those things above, but these below.

CD vol 1



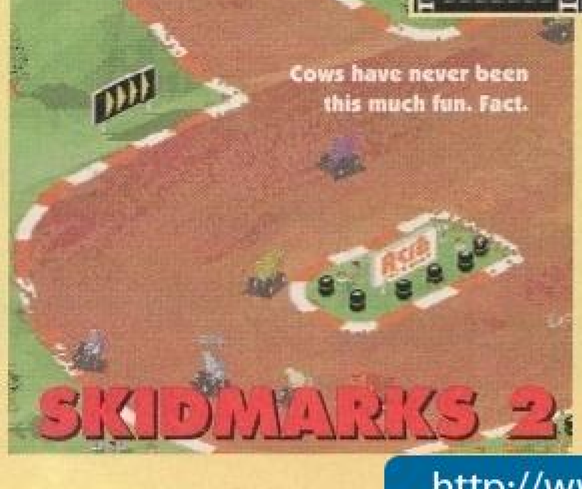
The best game ever, except (for some piddling technicality) for *Sensi*. Fact.

GRAVITY FORCE 2



Smite all accompanied by the front-room rendition of Drop The Bomb (Anywhere).

JETSTRIKE



Cows have never been this much fun. Fact.

SKIDMARKS 2

A trio that is but a small number of the games and demos nestling upon the AMIGA POWER CD. And that's not counting the (Sort Of) Interactive Top 100. Or the *Valhalla* song. Oh no.

disk 49

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to load the game of your choice.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

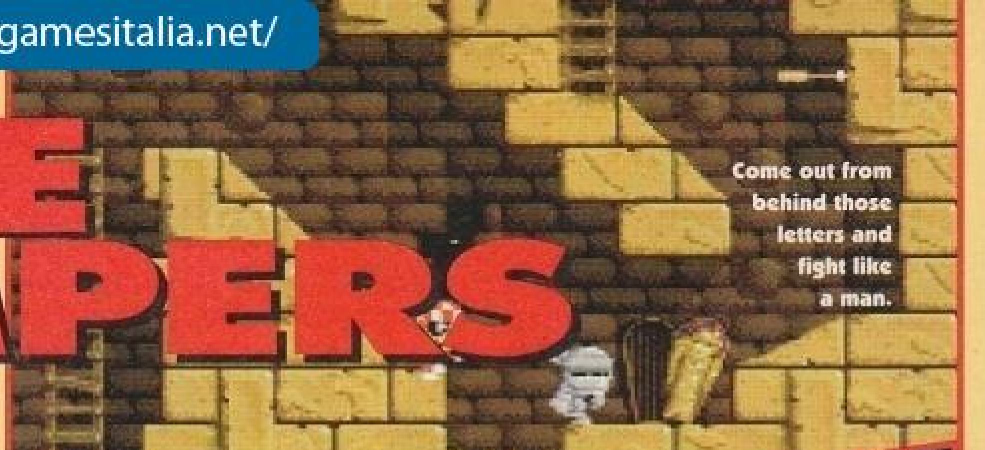
- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 49 Returns
Discopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.



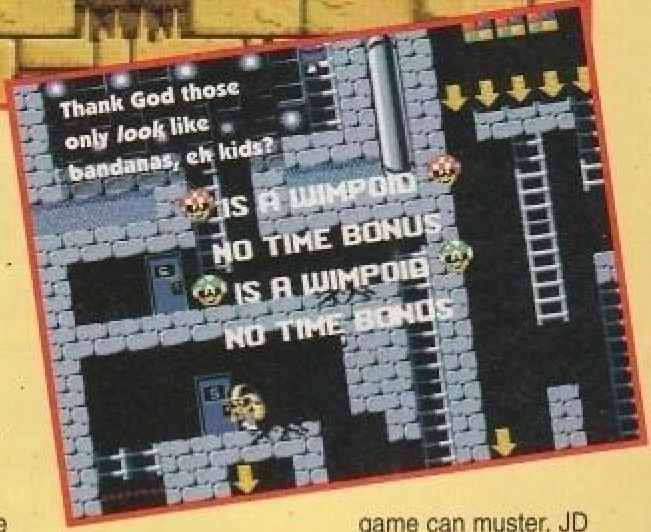
Come out from behind those letters and fight like a man.

BASE JUMPERS

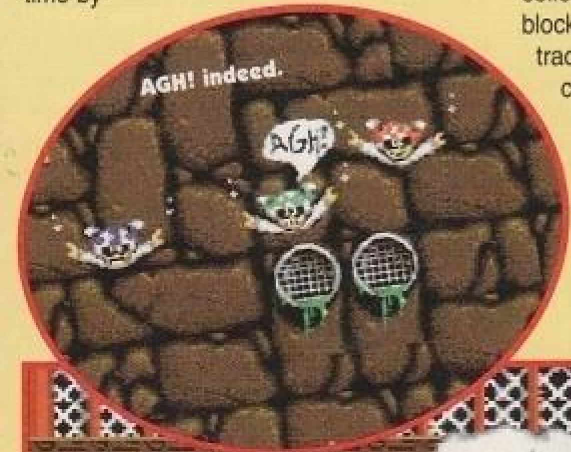
Authors: Rasputin

Work frequently ground to a halt during the production of AP47 as we gathered round a monitor to indulge in bonkers-mad four player matches of this game. Sort of a cross between Die Hard and Terminal Velocity, the idea's to "Bruce" your way up to the top of a skyscraper as fast as you can and once up there, "Wesley" your way back down again in the shortest possible time by pulling your 'chute at the last possible moment.

Being a Rasputin game, there's loads of odd little sub-games, which are activated by collecting letters or the coloured blocks hidden in off the beaten track rooms. On the way up, coloured buttons turn off force shield, and dropping off the bottom of the screen loses you points, not lives. On the way down, hitting pipes, flagpoles and, of course, the pavement, kills you in as graphically unpleasant a way such a cute game can muster. JD gave it 70% in his review, commenting that it was, amongst other things, too expensive, and yet this demo is FREE, making it a completely desirable possession.

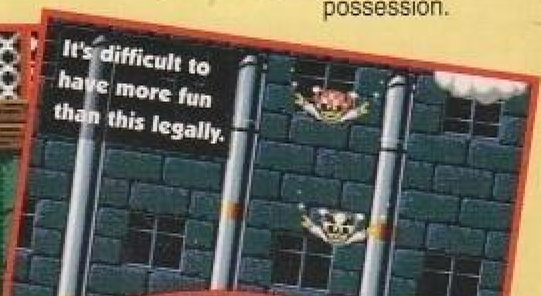


Thank God those only *look* like bandanas, eh kids?

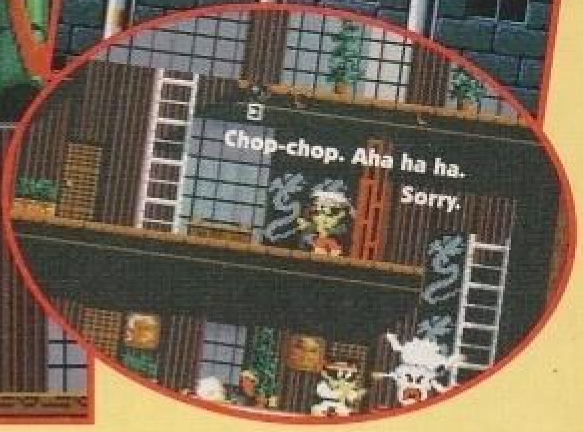


AGH! indeed.

Yikes! That smarts.



It's difficult to have more fun than this legally.

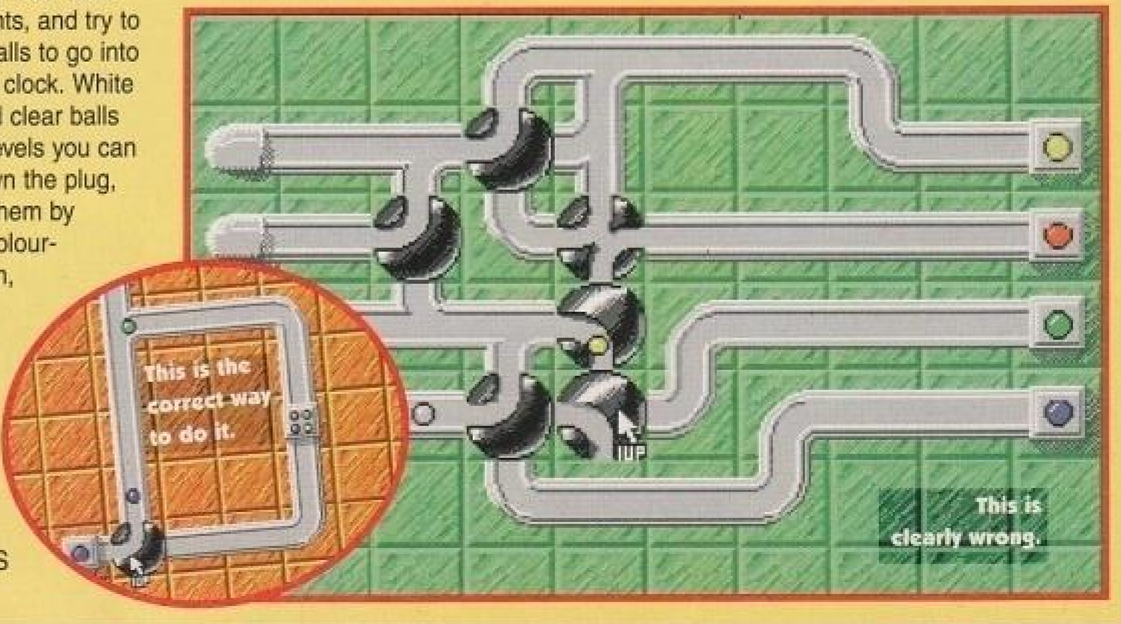


Chop-chop. Aha ha ha. Sorry.

TOOBZ

Author: Gary Dunne

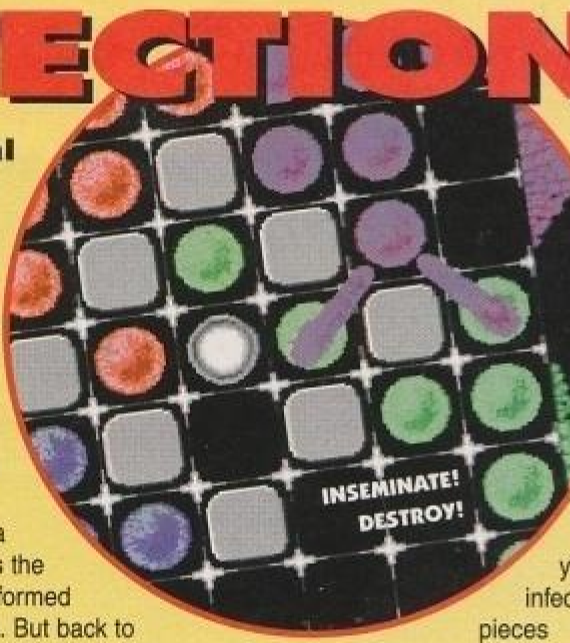
Not entirely dissimilar to Silmarils' *Boston Bomb Club, Toobz* is a puzzler that requires you to think on your feet. Use the mouse to rotate the points, and try to get the correctly coloured balls to go into the right bases. Against the clock. White balls count as anything, and clear balls act as bonuses. On some levels you can ditch the wrong colours down the plug, on others you can change them by passing them through the colour-changer. Obviously. Later on, everything gets horribly complicated when there isn't a plug, when random direction points appear and when you can start and stop balls by putting them in sidings. We approve of this, as indeed would the mighty CYCLISTS OF THE APOCALYPSE.



This is the correct way to do it.

This is clearly wrong.

INFECTION

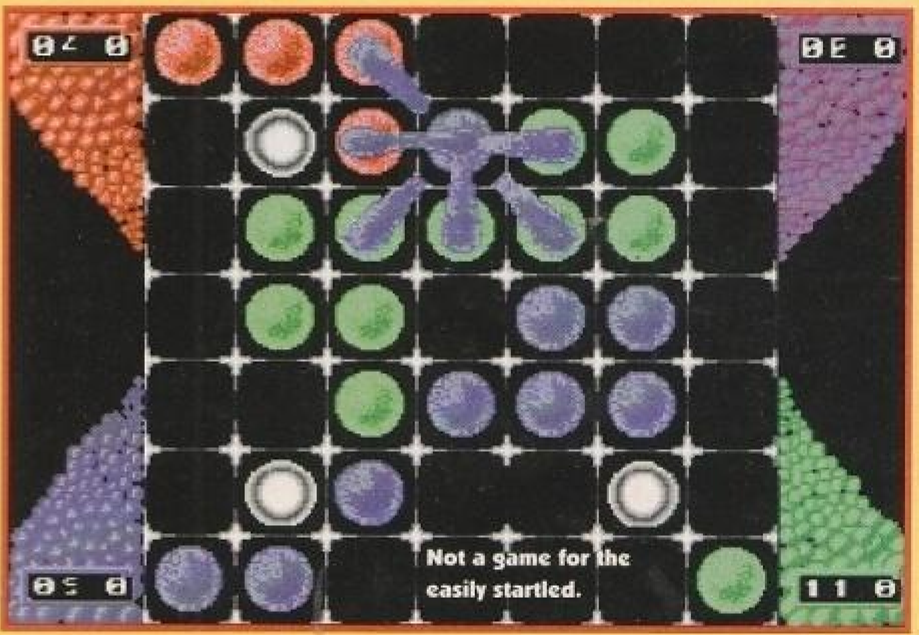

INSEMINATE! DESTROY!

Authors: Digital Wizardry

Looking for good PD is like digging for gold, I'd imagine. Only without getting your fingernails dirty. Or ruining the local ecology. Or taking part in the mass suffering, misery and starvation caused by a massive influx of poorly-equipped prospectors into a harsh environment, such as the series of tragic events that formed the Yukon goldrush in 1849. But back to that gold analogy.

When you dig for gold, you can go for ages and get just mud, and then every so often you hit, quite literally, gold. Similarly, searching through PD libraries, you're forced to endure the useless scum to find 'special' games such as *Infestation.*

It's a variant of Othello, but instead of trapping pieces between two of yours, you infect all pieces adjacent to the one you've chosen. You don't put down pieces either, but opt either to make an existing one reproduce onto an adjacent square, or to move two squares away in any direction. Up to four people can play, the swirly squares turn everything horizontal and vertical from that square your colour, and the computer players are pretty clever. It's fab.


Not a game for the easily startled.

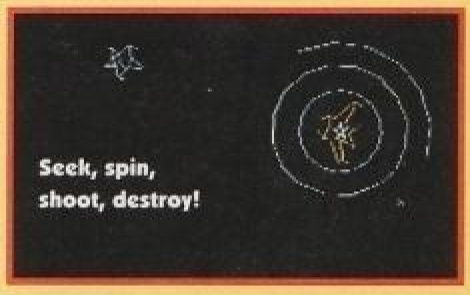
RING WAR

Authors: ASDG

We've just discovered a new use for the Apple Macs that we write the mag on. After years of having nothing but *Tetris* clones and card games to play on them, it's suddenly become a popular games platform. There's an astonishing *Doom* game pathetically named *Marathon,* and some great versions of old arcade games. We were playing a version of *Star Castle* only the other day and saying things like "Wouldn't it be great if we had a version for our coverdisk?" and then, mere moments later, *Ring War* turned up. Life's spooky like that.

The ship in the middle's protected by rings which you can shoot, but if you destroy an entire ring, it'll reform. Also, if the ship can get a clear shot at you through the gaps, it'll blast you, so the idea's to create a small gap and to take your shot first. Simple? Well, no, but then again, life so very often isn't.

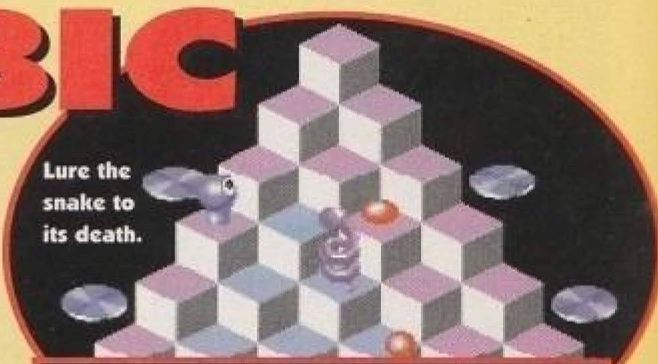
If you're playing *Ring War* on an A500+ or an A600, there's a slight chance something odd might happen, although it doesn't always do it, and quite why it happens we're not really sure. If you have to wait more than about five seconds for the game to kick in, try pressing some keys. If it still won't load, then reboot, but persevere – it WILL load eventually. Honest.

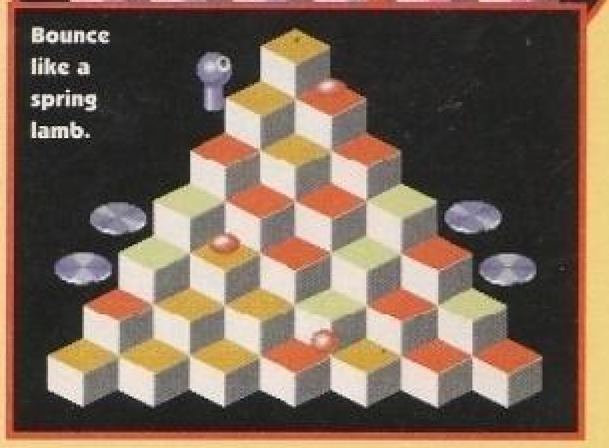

Seek, spin, shoot, destroy!

Q-BIC

Author: Ronald Weeserik

Or to be more precise, *Q-Bert* minus those tedious copyright problems. Bounce around the pyramid to turn the squares different colours, avoid the falling balls and lure the purple snake to its death by letting it get close and then jumping on the spinning disks that transport your little fellow to the top of the pyramid. The problem with *Q-Bert* games has always been getting used to the odd controls, but here, press F1 to use up, down, left, right and F2 to use the far more user-friendly diagonals.

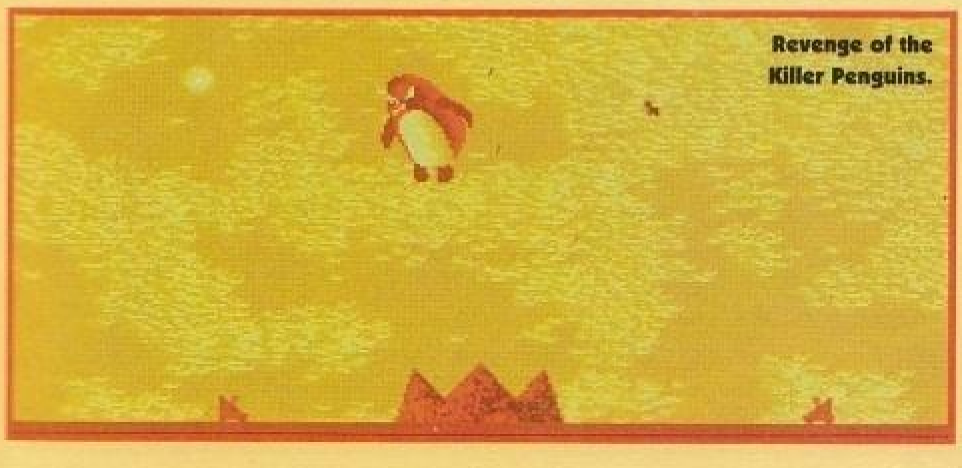

Lure the snake to its death.


Bounce like a spring lamb.

COW WARS

Author: Chris Richards

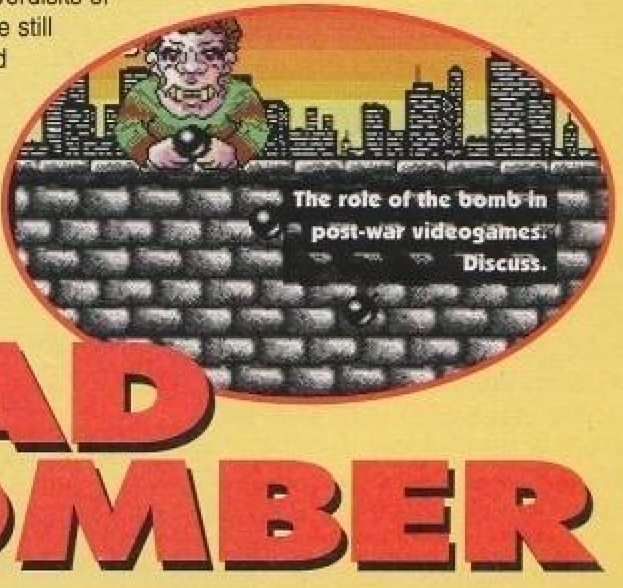
If only *Cow Wars* was as playable as it was amusing, eh readers? It's a *Tanx* type game where, in a mediaevally cruel-to-animals sort of way, you hurl cows from mobile ballistas over the central mountain. Power and trajectory are all that you can control, but if you can manage to avoid hitting the huge, floating penguin in the sky, it's worth trying to get the cows to pass each other in mid-air, as they'll exchange social pleasantries. It really is better than it sounds. Honestly.


Revenge of the Killer Penguins.

MAD BOMBER

Author: David Papworth

Remember David Papworth's stunning complete games *Super Obliteration* and *Atom Smasher* from AP coverdisks of yore? We do, and in fact are still playing them, and jolly good fun they still are. This addition to the Papworth collection is a reworking of the Atari VCS game *Kaboom,* and for some reason doesn't always work for the first game on an A1200, but once you've lost the game, will work on the second. Odd we know. Why, we don't know. Anyway, collect the bombs – OR DIE. It really is as simple as that.

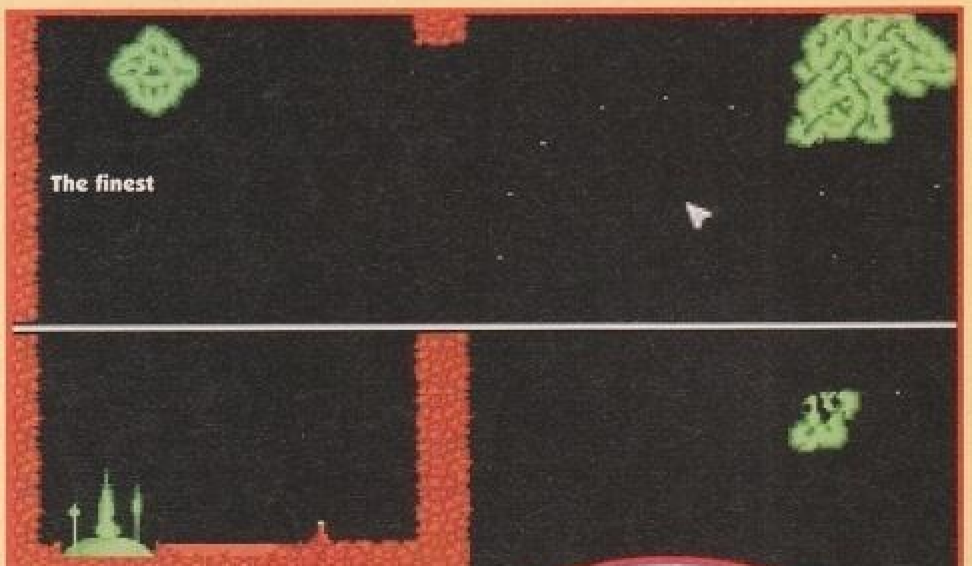

The role of the bomb in post-war videogames. Discuss.

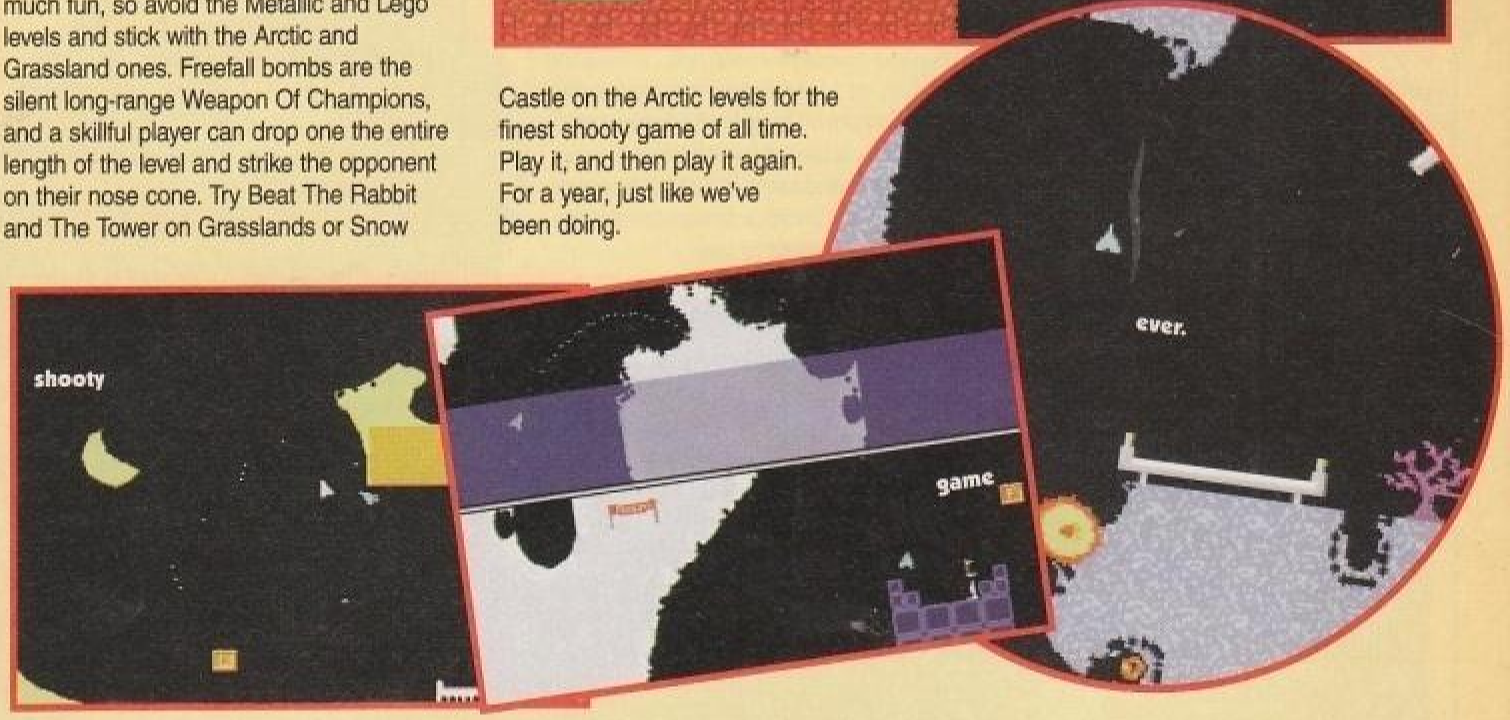
GRAVITY FORCE 2

Authors: Jens Andersson & Jan Kronqvist

Let it be known that the one (count it!) reason why *Sensible Soccer* beat *Gravity Force 2* to the top spot in the AMIGA POWER All-Time 100 was because there's no one-player option in *GF2*. So, all that prevented two Swedish school kids from producing the most flawless, fun-filled game OF ALL TIME is some fancy algorithms that'd make the computer fly a little ship around the screen. Tsk.

Be like us – always play games with nine lives and full shields, so you can hit walls (or tunnel through them) and survive. Levels where you stick to the walls aren't much fun, so avoid the Metallic and Lego levels and stick with the Arctic and Grassland ones. Freefall bombs are the silent long-range Weapon Of Champions, and a skillful player can drop one the entire length of the level and strike the opponent on their nose cone. Try Beat The Rabbit and The Tower on Grasslands or Snow Castle on the Arctic levels for the finest shooty game of all time. Play it, and then play it again. For a year, just like we've been doing.





YOUR CD AND YOU

Hello CD32 owners, and let's just get one thing out of the way before you all write in. We were under the impression that there was going to be a CD version and a disk version for the same price. However, at the very last moment, the STEEL-LINED JACKBOOT OF CORPORATE OPPRESSION descended from above to CRUSH OUR WILL and UNILATERALLY IMPOSE the pound price rise on the CD version. The mightiest beings ever to create a computer magazine we may be, but against the faceless tyranny of our despotic multinational over-fuhrers, we have little power, a fact that gnaws at the exposed nerve-endings of our very being.

But anyway, whenever you choose a demo or PD game, you've quite annoyingly got to reset the machine to get back to the menu, but as long as you're in a menu, you can always backtrack using the blue button. So that's all right then.

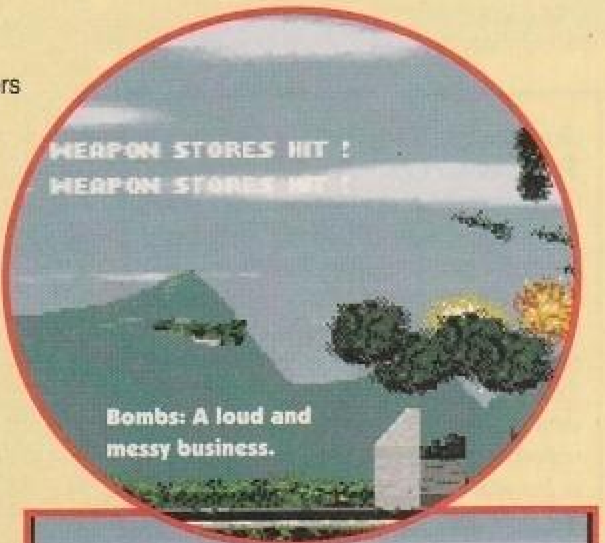
JETSTRIKE

Author: Rasputin

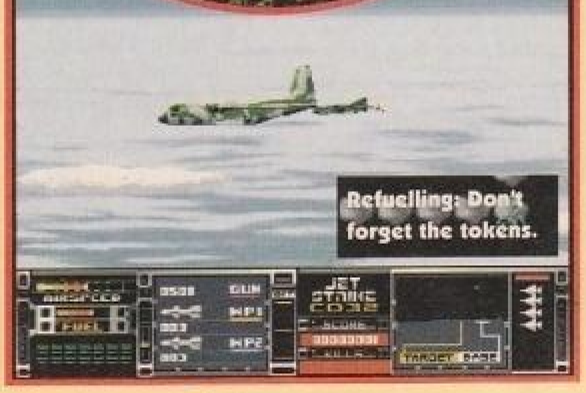
It's a bonkers game with a bonkers control system, and despite our messing around with it loads, a bonkers problem. If it locks up before the start of the game (as it did on one of our CD32s, but not the other) then go to OPTIONS and change it to FAST and it'll work. Probably.

The controls are a bit odd to start off with, but well worth getting the hang of.

GREEN: Shift key. Changes function to the one in brackets.
YELLOW: Fire left weapon.
BLUE: Fire right weapon (Autothrottle toggle).
RED: Fire guns.
PAUSE: Eject.
UP: Rotate anti-clockwise (Landing gear toggle).
DOWN: Rotate clockwise.
LEFT SHOULDER: Throttle down (Follow weapon).
RIGHT SHOULDER: Throttle up (Look around).



Bombs: A loud and messy business.

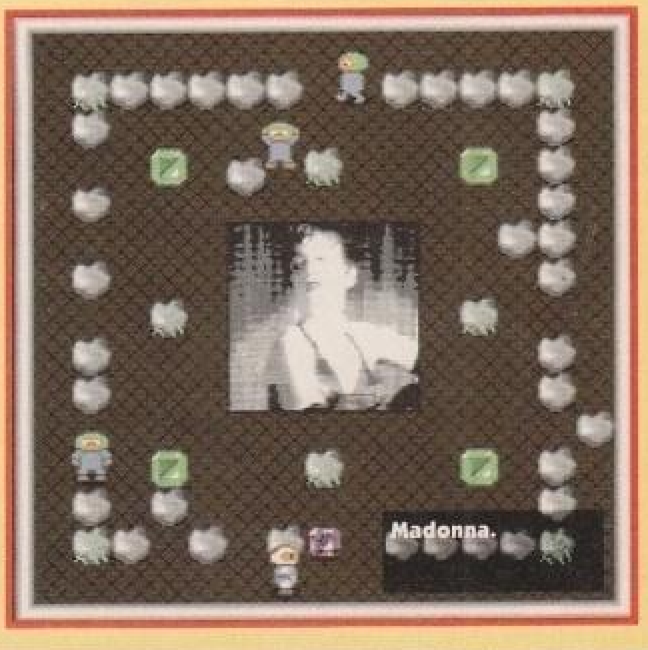


Refuelling: Don't forget the tokens.

ATOM SMASHER

Author: David Papworth

A cross between *Pengo* and *Dyna Blaster*, *Atom Smasher* sets you (and a friend) the task of squashing various nasties by hurling blocks at them. There are friendly and competitive modes in the menu, but don't let these fool you; they're to do with points and in both modes it's possible to kill (accidentally or otherwise) the other player. And Madonna's in there too for some reason.



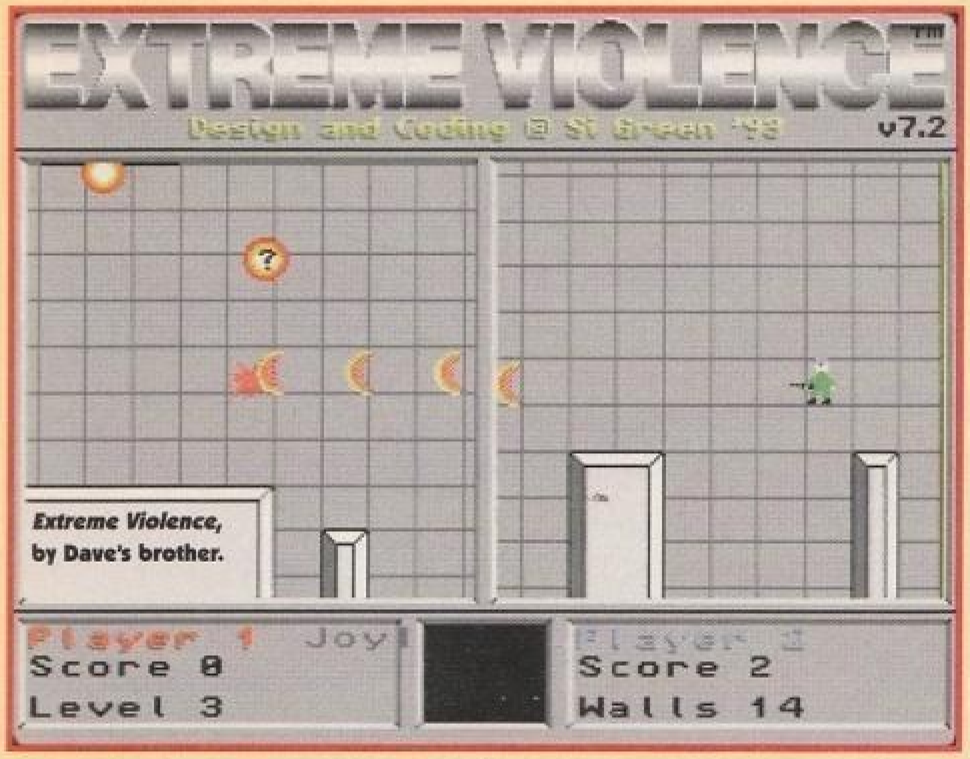
Madonna.

EXTREME VIOLENCE

Author: Simon Green

Long-time readers of AMIGA POWER will no doubt recognise the name Green as that of our shadily extra-terrestrial production editor Dave Green, and there's a good reason for this. The young Simon was hatched from the very same brood as Dave, and several years later went on to write this oddly compulsive two player shoot-'em up.

In a storyline similar to current video smashes *Hard Target* and *Surviving The Game*, you search the randomly created maze for powerful weapons and/ or your opponent. And then kill him. Simple, really. Incidentally, have you noticed that although Van Damme gets plenty of opportunities to kick people in *Hard Target*, Ice T's never given an opportunity to 'jam' in his film. Another terrible movie-crime goes unpunished.



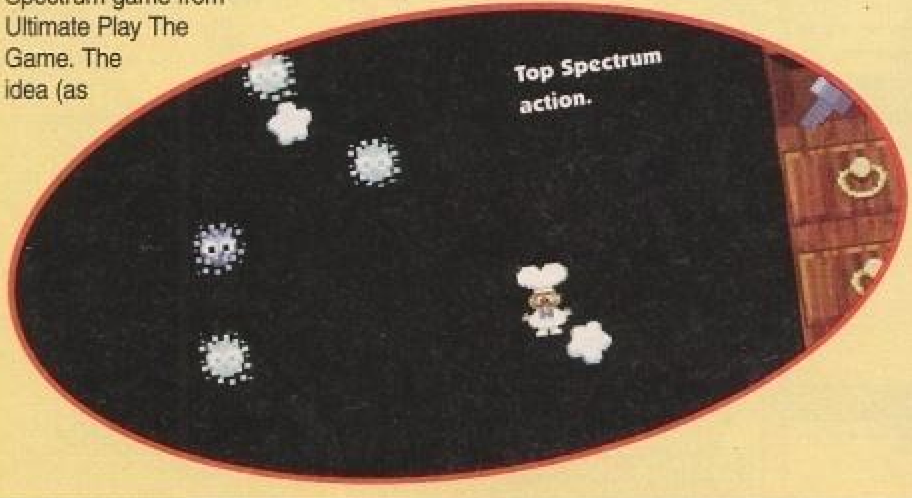
***Extreme Violence,* by Dave's brother.**

COOKIE

Author: Richard Langford

Avoiding potential legal litigation (a problem we on AMIGA POWER have to face on more-or-less a monthly basis) Richard Langford thoughtfully pointed out that this isn't his game at all, and is in fact a perfect Amiga conversion of the Spectrum game from Ultimate Play The Game. The idea (as all aging Spec-heads will know) is to get all of the ingredients into the bowl, and all of the trash into the bins, by firing little puffs of flour.

Actually, this isn't a completely perfect conversion, as the characters don't change colour when they get close to each other. Shame that.

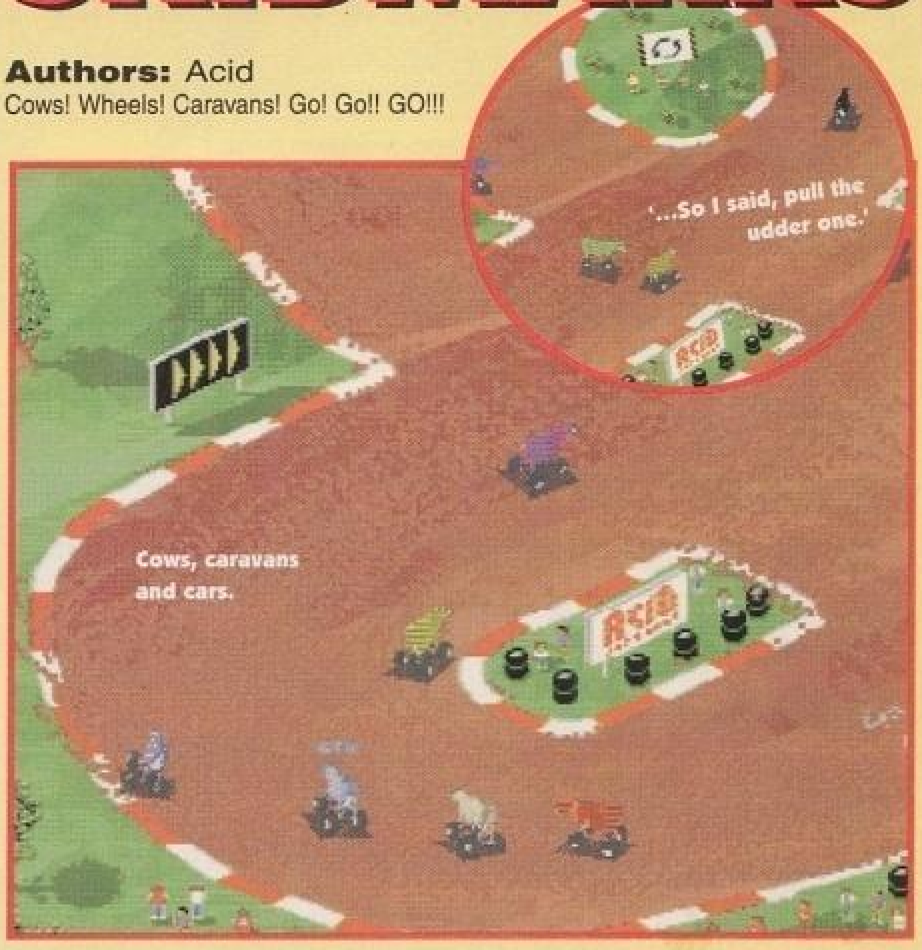


Top Spectrum action.

SUPER SKIDMARKS

Authors: Acid

Cows! Wheels! Caravans! Go! Go!! GO!!!



'...So I said, pull the udder one.'

Cows, caravans and cars.

PLUS! WHILE AWAY ENTIRE MINUTES WITH THE...

AMIGA POWER (SORT OF) INTERACTIVE TOP 100

When it came to trying to fill an entire CD with interesting stuff, it was immediately apparent to us that games and demos and things would still leave a lot of unploughed silvery acreage down on Cover CD Farm. Optonica, who compiled and cut the CD, graciously took a huge slice of capacity off our hands and used it to plug themselves, and the very best of luck to them. Even this mammoth promotional campaign still left us with space, so we chocked it out (a little) with the AMIGA POWER (SORT OF) INTERACTIVE TOP 100.

Be happy in the knowledge that the coverdisk-owning proles have none of this. Instead of just repeating what's in the mag, the blurbs on each game are longer, more involved and just a little bit more 'special' than their paper-bound relatives.

AND! PLAY THESE FAMOUS GAMES!

GRAVITY FORCE 2
SUPER OBLITERATOR
ATOM SMASHER
TETRIS PRO PUCMAN
SMIDGE
RING WARS
EXTREME VIOLENCE
LLAMATRON
MUTANT CAMELS
TRICK OR TREAT
DIGGER
MINE RUNNER
COW WARS
COOKIE
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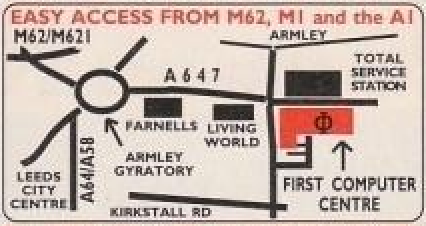

From the M1 follow signs for the M621. Take A643 Elland Rd turnoff from M621. Follow signs for A58. This merges with Armley gyratory.

From the A1 take the turnoff for the A64. This merges with the A58 (by-passing Leeds town centre) which meets the Armley gyratory.

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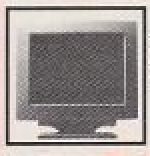

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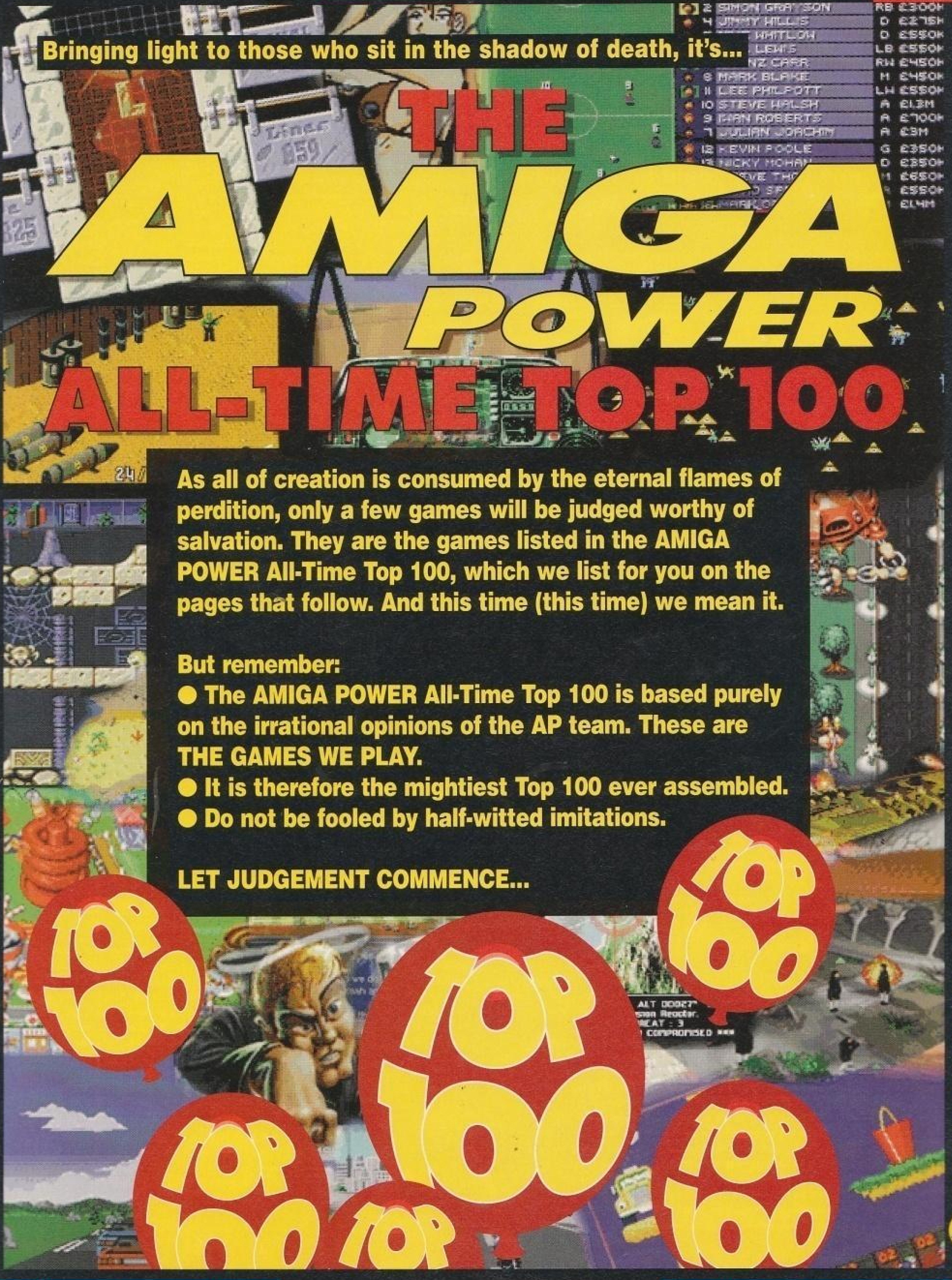


Bringing light to those who sit in the shadow of death, it's...

THE AMIGA POWER ALL-TIME TOP 100

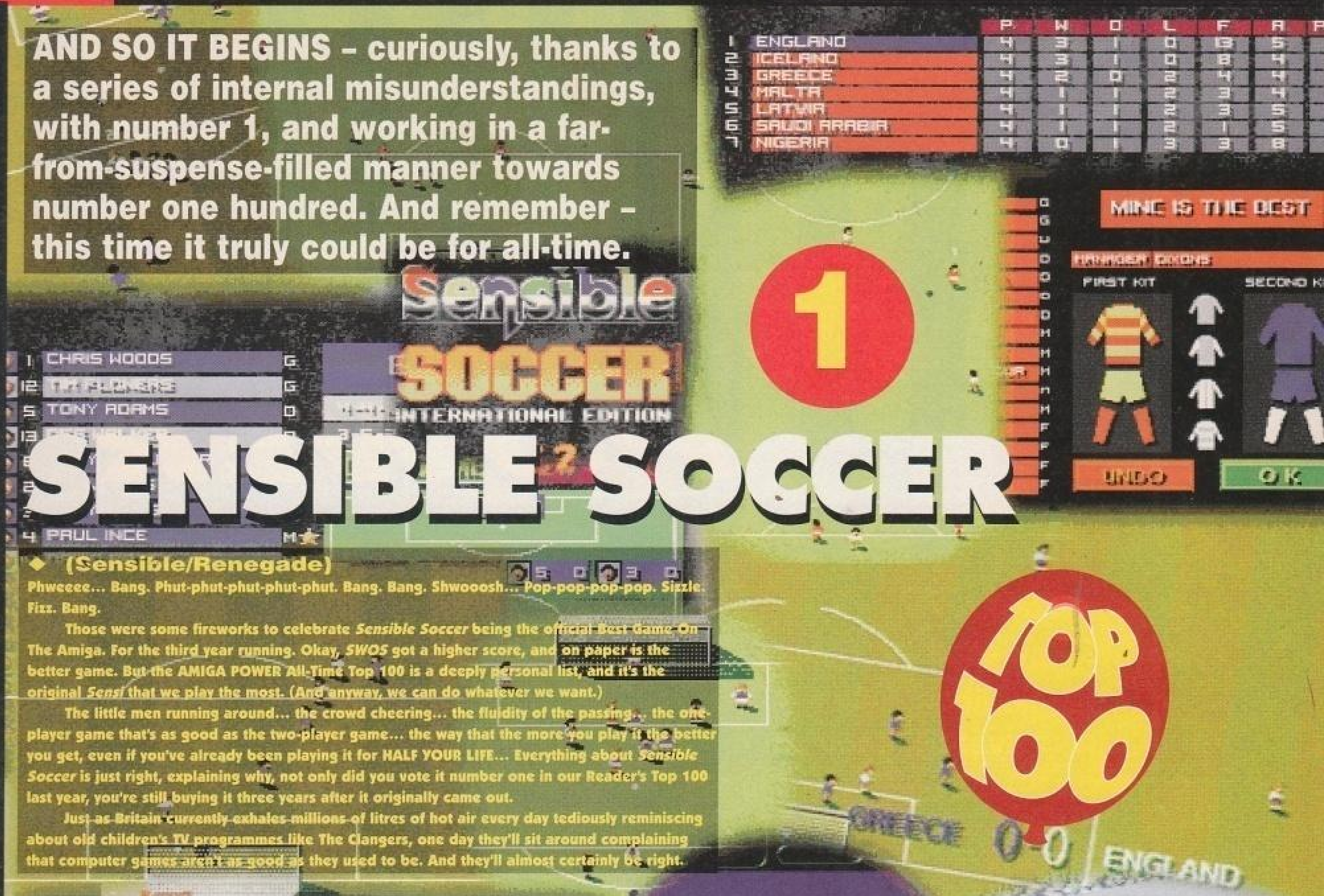
As all of creation is consumed by the eternal flames of perdition, only a few games will be judged worthy of salvation. They are the games listed in the AMIGA POWER All-Time Top 100, which we list for you on the pages that follow. And this time (this time) we mean it.

But remember:

- **The AMIGA POWER All-Time Top 100 is based purely on the irrational opinions of the AP team. These are THE GAMES WE PLAY.**
- **It is therefore the mightiest Top 100 ever assembled.**
- **Do not be fooled by half-witted imitations.**

LET JUDGEMENT COMMENCE...

AND SO IT BEGINS – curiously, thanks to a series of internal misunderstandings, with number 1, and working in a far-from-suspense-filled manner towards number one hundred. And remember – this time it truly could be for all-time.



		P.	W	D	L	F	A
1	ENGLAND	4	3	1	0	13	5
2	ICELAND	4	3	1	0	8	4
3	GREECE	4	2	0	2	4	4
4	MALTA	4	1	1	2	3	4
5	LATVIA	4	1	1	2	3	5
6	SAUDI ARABIA	4	1	1	2	1	5
7	NIGERIA	4	0	1	3	3	8

1

SENSIBLE SOCCER

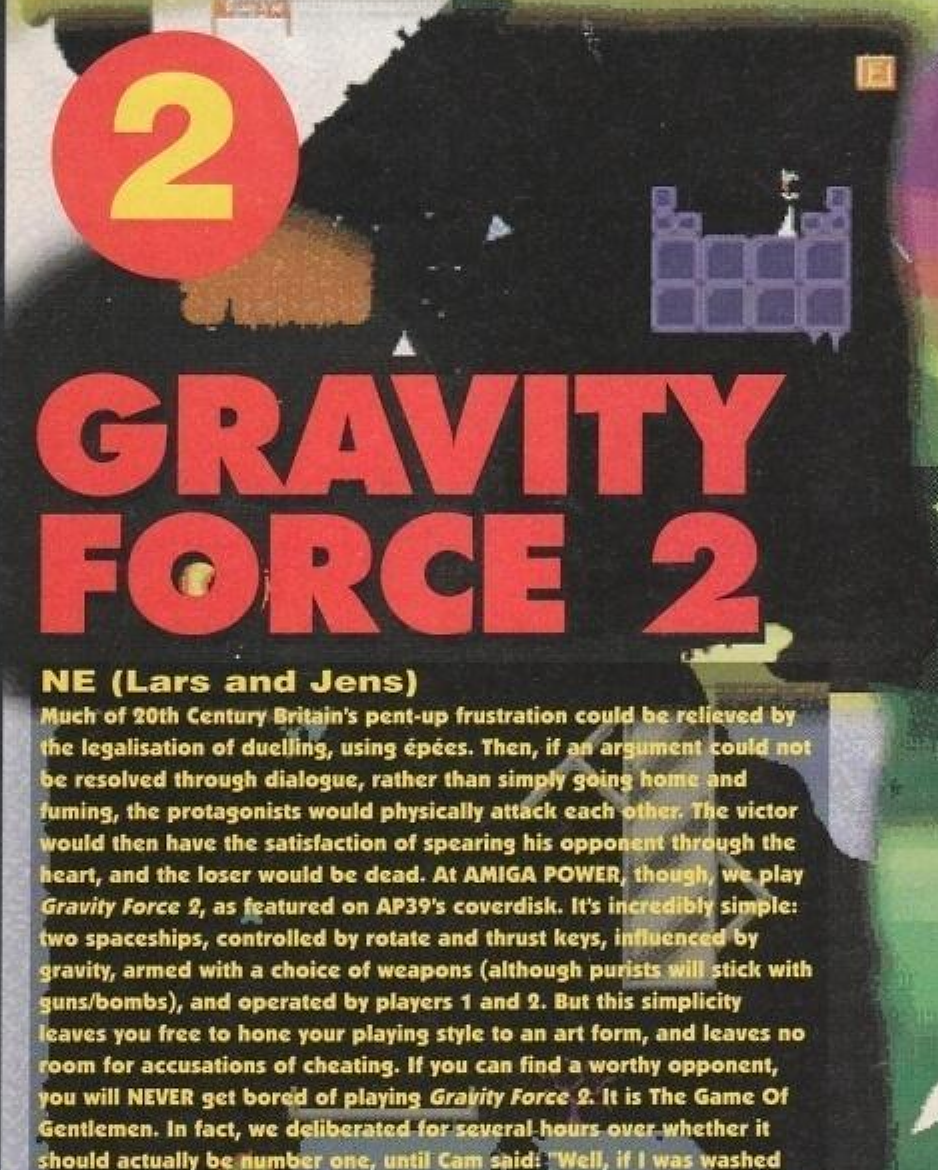
◆ **(Sensible/Renegade)**

Phweeee... Bang. Phut-phut-phut-phut-phut. Bang. Bang. Shwooosh... Pop-pop-pop-pop. Sizzle. Fizz. Bang.

Those were some fireworks to celebrate *Sensible Soccer* being the official Best Game On The Amiga. For the third year running. Okay, *SWOS* got a higher score, and on paper is the better game. But the AMIGA POWER All-Time Top 100 is a deeply personal list, and it's the original *Sensi* that we play the most. (And anyway, we can do whatever we want.)

The little men running around... the crowd cheering... the fluidity of the passing... the one-player game that's as good as the two-player game... the way that the more you play it the better you get, even if you've already been playing it for HALF YOUR LIFE... Everything about *Sensible Soccer* is just right, explaining why, not only did you vote it number one in our Reader's Top 100 last year, you're still buying it three years after it originally came out.

Just as Britain currently exhales millions of litres of hot air every day tediously reminiscing about old children's TV programmes like The Clangers, one day they'll sit around complaining that computer games aren't as good as they used to be. And they'll almost certainly be right.

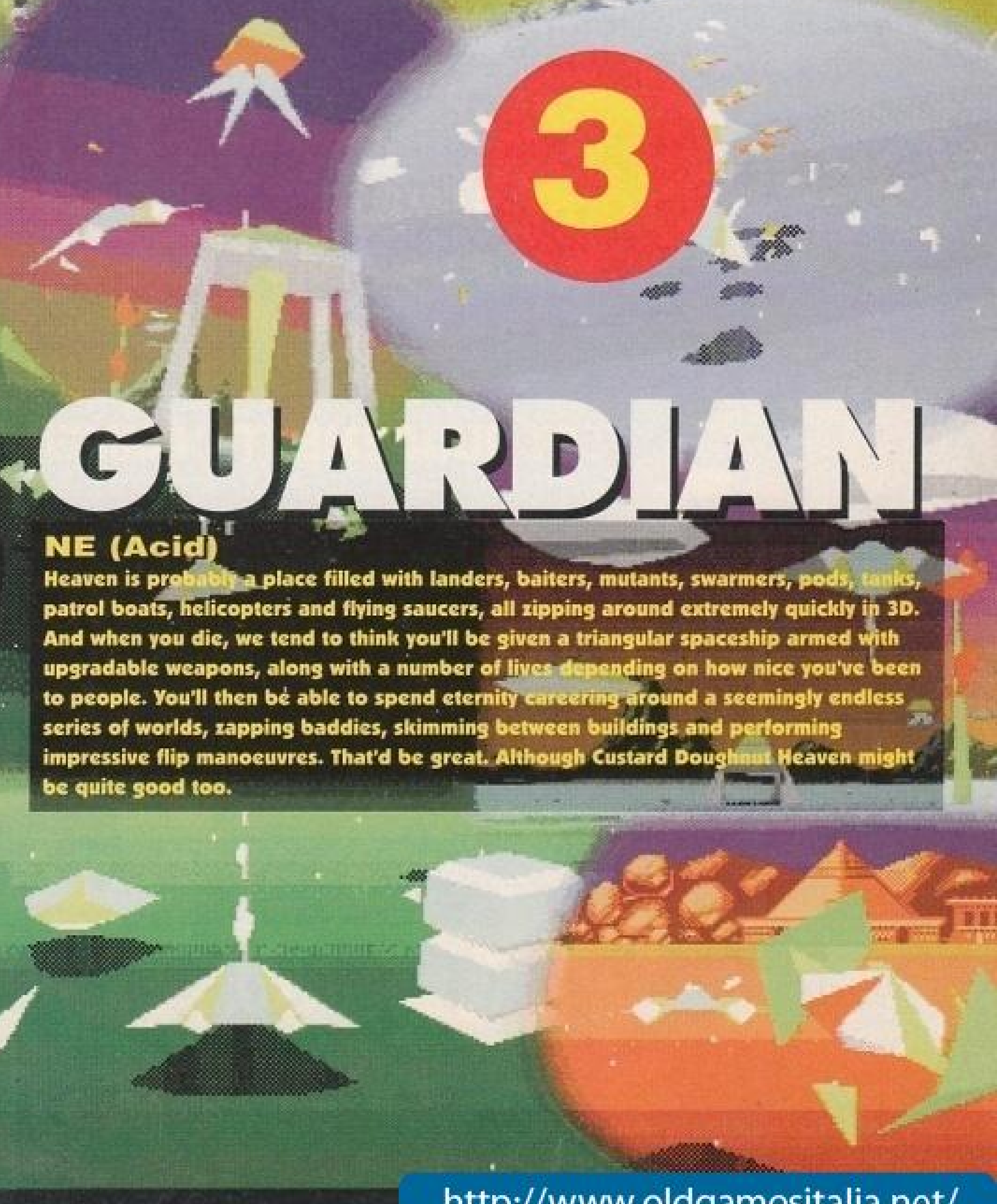


2

GRAVITY FORCE 2

NE (Lars and Jens)

Much of 20th Century Britain's pent-up frustration could be relieved by the legalisation of duelling, using épées. Then, if an argument could not be resolved through dialogue, rather than simply going home and fuming, the protagonists would physically attack each other. The victor would then have the satisfaction of spearing his opponent through the heart, and the loser would be dead. At AMIGA POWER, though, we play *Gravity Force 2*, as featured on AP39's coverdisk. It's incredibly simple: two spaceships, controlled by rotate and thrust keys, influenced by gravity, armed with a choice of weapons (although purists will stick with guns/bombs), and operated by players 1 and 2. But this simplicity leaves you free to hone your playing style to an art form, and leaves no room for accusations of cheating. If you can find a worthy opponent, you will NEVER get bored of playing *Gravity Force 2*. It is The Game Of Gentlemen. In fact, we deliberated for several hours over whether it should actually be number one, until Cam said: "Well, if I was washed up alone on a desert island with an Amiga, *Gravity Force 2* is the game I'd choose. No. Hang on."



3

GUARDIAN

NE (Acid)

Heaven is probably a place filled with landers, baiters, mutants, swarmers, pods, tanks, patrol boats, helicopters and flying saucers, all zipping around extremely quickly in 3D. And when you die, we tend to think you'll be given a triangular spaceship armed with upgradable weapons, along with a number of lives depending on how nice you've been to people. You'll then be able to spend eternity careering around a seemingly endless series of worlds, zapping baddies, skimming between buildings and performing impressive flip manoeuvres. That'd be great. Although Custard Doughnut Heaven might be quite good too.

4

CANNON FODDER

▼ (Sensible)

Although we respect the sequel, it's the original *Cannon Fodder* that we love the most. It really does prove that the best games start, not with a group of men in suits in a boardroom saying: "Right, we need a 'product' for this 'quarter', who's got an idea?", but rather with someone sitting at a computer and tinkering about with things. In the case of *Cannon Fodder*, the game clearly began with a group of little men following the cursor around. They then became soldiers armed with guns and grenades, and some baddies were added in, and a legend was born. Even though it's a finishable, level-based game, it's such fun that we play it enthusiastically to this day – especially Cam, who seems to have become irrevocably entwined with it.

5

DYNABLASTER

▼ (Ubi Soft)

They say two's company, three's a crowd. But they also say the more the merrier. Tch. Them, eh? Perhaps if they were to play *Dynablaster* their confusion would be alleviated. It's a dreadfully dull game with one player, significantly better with two, comfortably superior with three, altogether greater with four, and best of all with five. In fact, with five players, *Dynablaster* is impossibly entertaining, as you and four pals dynamite your way around a maze, attempting to destroy each other without getting caught in your own evil explosions.

6

MICRO MACHINES

▲ (Codemasters)

Perhaps it's as well that *F1GP* has disappeared from the top 10, because that way we don't have to write quite so much about it. If we had to try to find yet another way of saying how great it is, we might conceivably faint. Instead, here's *Micro Machines*, which, even with the arrival of the staggering *Skidmarks 2*, is now our driving game of choice. No other driving game gives you the chance to race around all the rooms of the house. No other driving game allows you to race tanks which can shoot at each other. No other driving game forces you to make such critical decisions about the pros and cons of shortcuts. And so on. We only wish the Codies would stop grinning for a moment and bring us *MM2*.

7

MONKEY ISLAND 1 & 2

▲ (Lucas Arts)

These games are good because they've been created by genuinely intelligent, funny people – people who, if they weren't writing computer games, would probably be scripting hugely successful TV series, or designing exciting new chocolate bars. Not only do the *Monkey Islands* look great and work slickly, but they've got imaginative puzzles and funny jokes, so you'll play to the end because you want to, not because you feel you ought to get your money's worth. And – NEW! – this year we're lumping both games together, because it seemed a bit silly the other way.

8

SYNDICATE

▲ (Bullfrog)

Syndicate has been lent a new urgency this year now that AMIGA POWER has itself been absorbed by a sinister global megacorporation. We've therefore been playing it a lot more, practising the art of lurking in the shadows wearing long overcoats with suspicious bulges in them, and have nudged it upwards in our Top 100 accordingly.

9

KNIGHTS OF THE SKY

▼ (Microprose)

Had Mark Twain's life been time-shifted forwards by 30 years, it's likely his Connecticut Yankee would have lost no time in introducing bi-planes to the court of King Arthur. Sir Lancelot, Sir Gawain, Sir Tristram and their chums could then have humanely destroyed their horses and taken to the skies in these highly entertaining, though barely airworthy machines, much as we do on a regular basis courtesy of *Knights Of The Sky*. It's a fantastically atmospheric game and, in two-player serial link mode, the closest thing yet to *Doom* – but on the Amiga.

10

PINBALL ILLUSIONS

NE (Digital Illusions/21st Century)

Pinball's a stupid game. But, if you really must play it, *Pinball Illusions* seems like the most sensible way – much better than going into an unpleasant pub and being glowered at by men who spill lager down your trousers. It's only got three tables, against *Dreams*' and *Fantasies*' four, but *Illusions*' tables are the most action-packed yet, with features all over the place, that entertaining LED display at the top and, of course, multiball. Which is perhaps why the likes of Steve and Paul have played it until its devil-derived music has dislodged plaster from the walls.

MENTAT OPTIONS
Tony Johnstone
Zimbabwe

SHADOW FIGHTER

11

NE (Gremlin)
With the arrival of this, every other Amiga game cowered in terror in dusty corners. You need only the best. And this is it.

SPEEDBALL 2

12

▼ (Bitmap Brothers/Renegade)
Once much favoured, the new AP team find that there's now 11 games they'd rather play than the excellent footy-with-fists classic, which Cam thinks is a great shame indeed.

CIVILIZATION

13

▲ (Microprose)
A game that takes 600 years to play? In game time though. Natch.

PUTTY SQUAD

14

NE (System 3)
We know it's great, and you would too, if System 3 ever got around to releasing it. The fiends.

ZEEWOLF

15

NE (Binary Asylum)
Relentlessly and accurately likened to *Virus* and *Desert Strike*, Binary's first game scores highly in durability, fun and curved sphere technology.

DUNE 2

16

▼ (Westwood/Virgin)
Real-time blend of *Sim City* and *Battle Isle*. Some day all war games will be this good.

PGA EUROPEAN TOUR GOLF

17

NE (Ocean)
Quite literally better than the real thing, it's a golf game of excellent pedigree. Like the other *PGA* game, only in Europe.

F1

18

▼ (Domark)
A superfast two-player version of *Vroom* that prays devoutly before the high altar of FUN. All hail *F1*!

THE SETTLERS

19

▲ (Blue Byte/Kompart)
An indescribable blend of *Civilization*, *Populous*, castles, corn, mines and little piggies. A bit like being God, but without the responsibilities.

SUPER STARDUST

20

NE (Bloodhouse/Team 17)
Asteroids. With more levels, that tunnel section and numerous monsters.

D/GENERATION

21

▲ (Mindscape)
Given new life on the CD32, it's an ageing isometric puzzler featuring, curiously, a motorcycle courier and a large office block.

THE CHAOS ENGINE

22

▲ (Bitmap Brothers/Renegade)
Steampunk, *Gauntlet* for the '90s. Sometimes graphics DO count.

DEFENDER

23

▲ (PD/Acid
Arcade-perfect *Defender*. Apart from the laser effects. Tch.

HEAD OVER HEELS

24

▲ (Ocean)
An enduring Spectrum conversion that still manages to enthrall despite the medieval graphics.

NO SECOND PRIZE

25

▲ (Thalion)
An impossibly overlooked high-octane polygon graphic motorbike racer, complete with odd mouse control.

AKEN
GOAL
AIRSPEED
13509
FUEL
GUN
WEP1
WEP2
JET STRIKE
SCORE
Options
Jan 19

STUNT CAR RACER

26

▲ (Kixx)
Sir Geoff Crammond's no-frills game of fast cars, narrow rollercoaster tracks and sudden death. Still one of the best linked games around.

RODLAND

27

▼ (Sales Curve)
A platformer with a heart (albeit a pink silk one with lace round the edges) two top gimmicks (magic ladders and magic thump-sticks) and some sickly-sweet gonk-type characters. Really though, it's much better than it sounds.

JETSTRIKE CD32

28

NE (Rasputin)
Completely barking arcade 'flight sim' that scores low for realism but high on explosions, weaponry and plain, honest, good-fun-to-play-liness.

OVERKILL

29

▲ (Acid/Vision)
Cross *Defender* with a barrow load of rotten fruit and you've got *Overkill* – a graphically superior blaster with organic aliens frequently and messily going 'splat.'

RAINBOW ISLANDS

30

▼ (Ocean)
The slide continues. Once controversially voted the number one game in AP1, it's now slumped a massive 24 places, partly due to classic arcade fan Stuart Campbell leaving, but mainly because there's a whole heap of games we'd rather play. Retro's okay if there's nothing new and impressive, and the Amiga's had numerous prosperous years since this appeared.

K240

31

NE (Gremlin)
Sim City.
On an asteroid.
With space ships.
Marvellous.

WALKER

32

▲ (DMA/Psygnosis)
Little more than an unusual version of *Operation Wolf*, *Walker* packs more gratuitous killing and maimage into four levels than a 24-hour John Woo-athon at your local Multiplex. It IS the Ayatollah of Rock and Rollah.

PINBALL FANTASIES

33

▼ (Digital Illusions /21st Century)
Only two of the four tables in *Fantasies* are worth playing, but it's STILL at 33. That's how good those two are. Oh yes.

F1GP

34

▼ (Microprose)
A mammoth dive for *F1GP*. After prolonged analysis, we realised that although we admire its manifold options, its attention to detail and its ability to cater for players of any calibre, it just doesn't appeal to us as much as other, trashier, more arcadey racing games. Fans of *F1GP* may prepare their vitriolic attacks now.

SIM CITY

35

▼ (Maxis)
It's *Sim City.*

EXILE

36

▼(Audiogenic)
Part adventure, part arcade, part inertia-heavy, gravity-laden physics sim, *Exile* succeeds on levels other games haven't even begun to use yet.

SUPER SKIDMARKS

37

NE (Acid)
Bouncing, sliding, crashing, flopping racing game viewed, not surprisingly, from overhead. Featuring a cinemascope mode over two monitors and up to 8 players, this has got to be the most gregarious game in existence.

SUPER LEAGUE MANAGER

38

NE (Audiogenic)
A friendly-faced management game set in a mythical world, where players are described rather than listed as stats. Fun (if you like that sort of thing) AND including *Wembley International Soccer.*

ASTEROIDS

39

▼ (PD/Kris Schulte)
Arcade-perfect *Asteroids.* Cool.

EMPIRE SOCCER

40

NE (Graftgold/Empire)
Ignoring the tedium of realism, the much underrated *Empi* takes a dazzling arcade approach to the game, complete with bonkers power-ups and special moves. Its flashy, crowd-pleasing moves still remain one of the software industry's best kept secrets.

TETRIS PRO

41

▲ (PD)

The best version of *Tetris* there is. It will suffice until someone converts *Super Puyo Puyo.*

SWOS

42

NE (Renegade)

We stand firm behind the outrageously inflated mark awarded to this bug-ridden hash-up of *Sensi.* WE ARE ALWAYS RIGHT.

SABRE TEAM A1200

43

▲ (Krisalis)

First there was *Rebelstar*, and then there was another one of it. Then someone pinched it and put it on the Amiga and called it *Sabre Team.* The takey-turny, ranged-weapon, grenade-rolling, hostage-sacrificing Wargame Of Champions.

LLAMATRON

44

▲ (PD)

Robotron, down to the two joystick movement/firing option (using two Bugs, natch) but peopled with Minter's quadruped chums. Furiously intense, explosively infuriating, monumentally exhilarating and optionally terribly rude, it's everything the gaming atrocity that was *Smash TV* was not.

GUNSHIP 2000

45

▼ Microprose

Flight sim equivalent of a scary Punch And Judy show as you play poppy-uppy behind hills with 20mm tri-barrelled Vulcan cannon and cursedly competent enemies. Sneaky but great, like Peter Lorre.

BLOODNET

46

NE (Gametek)

Beyond morality, beyond linearity, beyond the truly terrible controls, lies the Good Point-and-Click Game That Is Not *Monkey Island.* That is *Bloodnet.* Vampirism meets cyberpunk meets sinister conspiracy of champions. And you can shoot anybody you darn well like without repercussions.

LIBERATION

47

▼ (Mindscape)

Dungeon Master In A City, with random plot generation and vehicle-eye views aplenty. Expect draughts to pluck at your clothing as the game SUCKS YOU IN LIKE A POWERFULLY-LUNGED OPERATIC ARTISTE WITH A BIG STRAW.

THEME PARK

48

NE (Electronic Arts)

It's *Kingdom* for the 90s.

ON THE BALL WORLD CUP

49

NE (Daze)

A landmark football management game which replaces numbers and stats with 'human interest' scenes as your players fall in love, beat up journalists and get appallingly (*"Sunk" – Ed*) on the night before the Big Match. It's amazing how much better this makes what is after all just another competent footy management game, and astonishing that it took them this long to come up with the idea.

HIRED GUNS

50

▲ (Psygnosis)

Four-player *Dungeon Master* With Guns and the most antagonistic puppies ever to have been seen in a computer game.

BANSHEE

51

NE (Core)

If *SWIV* featured steampunk prop-planes, superhumanly dutiful ground troops, rain, elegantly distinguishable power-ups, a determinedly Swedish idiom and shoot-upable civilians, it would be *Banshee.* Core wimped out and censored the harsher violence (exploding polar bears and the like) but you can switch it back on by entering MARY WHITEHOUSE. On the high-score table.

FURY OF THE FURRIES

52

▲ (Mindscape)

Relentlessly French *Lost Vikings* clone in which your single Furry is blessed with multiple powers (instead of having to use a particular character for a specific task as in *Vikings*, which meant you had to complete a level once for each character). A puzzle game, of course, but a terribly amusing one.

SUPER HANG ON

53

▲ (US Gold)

It is ironic that in these dismal days of dark licences, swollen teams of highly-paid cretins cannot equal the achievement of one bloke hacking out an arcade conversion. *Super Hang On* splits the shins of almost every other into-the-screen racing game. Only its two-player mode lets it down, because there isn't one.

LOTUS ESPRIT TURBO CHALLENGE 2

54

NE (Gremlin)

The good one.

LEMMINGS 2

55

▼ (Psygnosis)

The good one.

56 VIRUS

▲ (Firebird)

Virus is like that bit in the fanatically nice *Granpa* where Mark Baker's Three Knights fight a dragon on a patchwork quilt – BUT WITH MOUSE CONTROL. Trust us.

ROADKILL

57

NE (Vision)

Get ready. Showtime. Take his life. Destroy him. Get the jackpot. Get the super jackpot. Rowwwdkeeeel!

DESERT STRIKE

58

▼ (Electronic Arts)

Isometric *Seek And Destroy* but without the talking wingmen.

LAMBORGHINI AMERICAN CHALLENGE

59

▼ (Titus)

The into-the-screen car racing game which escaped from *Super Hang On*'s clutches with only slightly bruised shins.

60 CARRIER COMMAND

▲ (Ocean)

Benchmark strat-in-a-boat affair where the key to success is to besiege islands, kill their inhabitants and seize control of their armament factories. And in real life, too.

FLASHBACK

61

▼ (US Gold)

Classy polygon platform game that conceals its Frenchness with great success.

IK+ 62

▼ (System 3)

There is only one thing better than ganging up on the computer player in this three-character beat-'em-up, and that is pressing T to make his trousers fall down.

POPULOUS 2

63

RE (Hit Squad)

The table-tennis continues as the volcanoey sequel displaces the original god sim.

ELITE

64

RE (Firebird)

Trading. Pirates. Police. ECM jammers. Refugees. Narcotics. The Blue Danube. Save/load commander? Hyperspace in 10 seconds. Nine. Eight. Thargoids. Game over.

R-TYPE 2

65

▼ (Activision)

The number one plus one horizontally-scrolling shoot-'em-up of all time.

F-29 RETALIATOR

66

▼ (Ocean)

It is good because it is small.

PACIFIC ISLANDS

67

▼ (Empire)

Along with the exactly similar *Team Yankee* and *War In The Gulf*, the best tank game there is. You'll need both the reflexes of the arcade player and the fearsome tactical mentality of the strategist to succeed with this one, oh yes.

ARCHER MACLEAN'S POOL

68

▼ (Virgin)

Jimmy White's Stripy Snooker, more like.

SEEK AND DESTROY

69

NE (Vision)

Overhead-view *Desert Strike*, except your wingman talks.

BLOB

70

▼ Core

See Blob strain to leap up and 'out' of the screen. See Blob miss his footing and plunge, plunge, plunge through the depths inside your TV screen. Scream, Blob. Scream like a creamy bream.

71 BUBBLE AND SQUEAK A500

NE (Audiogenic)
An improvement in Stupid Blue Thing's intelligence turned this very good platformer into an exceptional one. And it only took five minutes to code. There's a lesson there.

72 BENEATH A STEEL SKY

▼ (Virgin)
Pointed point-and-clicker with graphics by the King (we refer to Dave Gibbons, not Pelvis) and nary an Orc in sight. Milord. It's got a plot too.

73 KLAX

▲ (Domark)
"It's excellent," said AMIGA POWER's famous Sue Huntley. "It's a bit like *Connect 4* except with a conveyer belt and a wheelbarrow," she continued. And that's good enough for us.

74 RAILROAD TYCOON

NE (Microprose)
Sid Meier puts gameplay before graphics in this superb 'create your own privatised rail network' business simulation that spawned a thousand imitators. Well – two or three anyway.

75 DUNE

NE (Virgin)
Graphical adventure that avoids the obvious point-and-click interface, adds an element of strategy and delivers a satisfying plot which twists and turns like a snake.

76 BATTLE ISLE '93

NE (Blue Byte/Kompart)
Don't let the hexes put you off. There are few better thought out war games. And you can play this against a friend in a takey-turny, split-screen mode with never a dull moment.

77 GEM 'X

▼ (Global/DMI)
The unique puzzle action, where every move you make has predictable repercussions, gets your brain steaming and there's the added incentive of Manga Women too. Coo.

78 HUNTER

▼ (Activision)
Bloke-sim in a three-dimensional environment. Windsurfing, lorrry driving and shooting other stick men are the exciting bits. It's still never been equalled.

79 SECOND SAMURAI

▼ (Vivid Image)
Mev Dinc's finest hour is this fantastic, two-playable platform fest with a (vaguely) oriental feel. Sub games galore, puzzles by the hundred and tidy coding.

80 BOSTON BOMB CLUB

▲ (Silmarils/Daze)
A mythical club where the members construct tortuous mazes and roll bombs around them while being served by basque-clad beauties. It's a puzzle game. And it's French.

81 PACMANIA

NE (Grandslam)
It's *Pacman* – but *Pacman* in 3D! And you can jump over the baddies.

82 BOB'S BAD DAY

▼ (The Dome/Psygnosis)
Nauseatingly good puzzler which has you moving the background rather than the eponymous character. Smile as he vomits, laugh as he chokes.

83 ALADDIN

NE (Virgin)
If this was more of a challenge it would ride much higher in the Top 100. A gorgeously animated platformer.

84 ROBOCOP 3

▲ (DID/Ocean)
A film licence that avoids the ordinary crap platform approach and chooses instead to try and re-create the movie atmos. And does it!

85 GOBLINS 3

NE (Coktel Vision)
It's quirky. It's cooky. It's French. It's an adventure. It's fun. We like.

you could see it which you can't.
ld, five seasons have passed sinc
ant homecoming from Britannia.

PREMIER MANAGER 3

86

NE (Gremlin)
Statto's favourite game. Every option imaginable plus a couple more just for laughs. There is no more complete footy manny sim.

INFOCOM ADVENTURE COMPILATION

87

NE (Infocom)
Classic text-based adventures that demonstrate what a difference a plot makes. More type-and-read than point-and-click, but hours and hours of entertainment.

FLY HARDER

88

NE (Krisalis)
Aptly-named version of the classic *Thrust*. Momentum, inertia and gravity are your enemies. As well as the odd, pesky alien.

MORTAL KOMBAT

89

▼ Virgin
Fluid, exciting and easy to control, *MK* knocks spots off the competition. Except for *Shadow Fighter*.

PUCMAN

90

NE (Augenblick)
Just like the original except the ghosts move differently and it's two-playable. Hooray! My go next.

SWIV

91

▼ Sales Curve
Big fun. It's the helicopter/jeep Game Of Champions. And it's almost too difficult in the jeep mode. We like a challenge.

ONE STEP BEYOND

92

(-) (Ocean)
Curly Colin from the Quavers ads goes platform potty in this fantastically well thought out game.

STARGLIDER

93

NE (Firebird)
Vector graphics *Elite* type of game without the trading but with lots of explosive action.

BUBBA AND STIX

94

▼ (Core)
Redneck entertainment of the highest order as backward, backwood hero Bubba meets the fantastically useful alien Stix. And uses him.

ULTIMA 6

95

NE (Mindscape)
Dungeons, dialogue, in-depth plot and monster-bashing aplenty in this better-than-average RPGer.

ANOTHER WORLD

96

▼ (Delphine/US Gold)
French fantasy where you're some kind of near-future secret agent type and you've got to earn a living. Somehow.

SUPER OBLITERATION

97

NE (Ocean)
From the AP38 coverdisk this classic was commissioned especially for you. Run around. Shoot rocks. Don't die.

APIDYA

98

▼ (Team 17)
The world's first (and only?) horizontally-scrolling wasp-'em-up from (*'The masterful Team 17, champions of the Amiga' – Ed*).

POOLS OF RADIANCE

99

NE (US Gold)
The first *Dungeons And Dragons* licence and it's a goody. Not a dungeon in sight, well-planned encounters that increase in difficulty at the right rate and lots to discover.

CANNON FODDER 2

100

NE (Sensible)
More of the same fun as *Cannon Fodder*, only less so.

ALL THE ALL-TIME TOP 100s

1991	1992	1993	1994	1995
1) Rainbow Islands	Rainbow Islands	Sensible Soccer	Sensible Soccer	Sensible Soccer
2) Lemmings	F1GP	F1GP	Cannon Fodder	Gravity Force 2
3) Speedball 2	Speedball 2	Dynablaster	Speedball 2	Guardian
4) Sim City	Monkey Island 1	Speedball 2	Dynablaster	Cannon Fodder
5) Virus	Sim City	Rainbow Islands	F1GP	Dynablaster
6) Populous	Mega-lo-Mania	Pinball Fantasies	Rainbow Islands	Micro Machines
7) Kick Off 2	Exile	Exile	Knights of the Sky	Monkey Island 1 & 2
8) Falcon	Populous 2	Lemmings 2	Exile	Syndicate
9) Indy 500	Knights of the Sky	Knights of the Sky	Syndicate	Knights of the Sky
10) Stunt Car Racer	Jimmy White's Snooker	Crazy Cars 3	Pinball Fantasies	Pinball Illusions
11) Pang	Lemmings	Sim City	Apidya	Shadow Fighter
12) Prince of Persia	Prince of Persia	Harlequin	Gem'X	Speedball 2
13) Spindizzy Worlds	Dynablaster	Apidya	Wizkid	Civilization
14) Nebulus	First Samurai	Chaos Engine	Dune 2	Putty Squad
15) Carrier Command	Harlequin	Wizkid	Desert Strike	Zeewolf
16) Dungeon Master	PGA Tour Golf	Gem'X	F1	Dune 2
17) Rick Dangerous 2	Ultima 6	Monkey Island 2	Micro Machines	PGA European Tour
18) Ultima 5	Parasol Stars	Archer Maclean's Pool	Hunter	F1
19) New Zealand Story	Eye of the Beholder	No Second Prize	Second Samurai	The Settlers
20) The Sentinel	Another World	History Line 1914-1918	Lemmings 2	Super Stardust
21) Damocles	F15 Strike Eagle 2	John Madden Football	Asteroids	D/Generation
22) Paradroid '90	Titus the Fox	Mega-lo-Mania	Gunship 2000	Chaos Engine
23) Plotting	John Madden Football	IK+	Stardust	Defender
24) Typhoon Thompson	Hunter	Legends of Valour	Rodland	Head Over Heels
25) Laser Squad	Apidya	R-Type 2	Head Over Heels	No Second Prize
26) Klax	Blues Brothers	Asteroids	Flashback	Stunt Car Racer
27) SWIV	Celtic Legends	Head Over Heels	Mortal Kombat	Rodland
28) Indy Jones & Last Crusade	Stunt Car Racer	Putty	R-Type 2	Jetstrike CD32
29) F-19 Stealth Fighter	Pang	Rodland	Chaos Engine	Overkill
30) E-Motion	Gem'X	Populous 2	Stunt Car Racer	Rainbow Islands
31) Captive	Rodland	Blues Brothers	Defender	K240
32) Powermonger	Switchblade 2	Legend	D/Generation	Walker
33) Xenon 2	Head Over Heels	Nick Faldo's Golf	Liberation	Pinball Fantasies
34) Puzznic	Asteroids	Hunter	Sim City	F1GP
35) Super Off Road	Vroom	Vroom	Overkill	Sim City
36) F-29 Retaliator	Nebulus	Pang	Seek and Destroy	Exile
37) Vaxine	Bubble Bobble	Laser Squad	Yo! Joe!	Super Skidmarks
38) Interphase	SWIV	Alien 3	The Settlers	Super League Manager
39) Castle Master	R-Type 2	Nebulus	Skidmarks	Asteroids
40) Car-Vup	IK+	Shanghai	Lamborghini US Challenge	Empire Soccer
41) Super Hang-On	Virus	First Samurai	Blob	Tetris Pro
42) Pro Tennis Tour 2	Lotus Turbo 2	Scooby and Scrappy Doo	Beneath a Steel Sky	SWOS
43) Starglider 2	Kick Off	Bill's Tomato Game	Pang	Sabre Team A1200
44) Shanghai	Chuck Rock	D/Generation	No Second Prize	Llamatron
45) Lotus Turbo 1	Llamatron	Titus the Fox	Sabre Team A1200	Gunship 2000
46) Operation Stealth	Heimdall	Curse of Enchantia	Archer Maclean's Pool	Bloodnet
47) World Class Leaderboard	Realms	Lure of the Temptress	Naughty Ones	Liberation
48) Arkanoid 2	Klax	Parasol Stars	Putty	Theme Park
49) Battle Squadron	Shadowlands	Klax	Uridium 2	On the Ball World Cup
50) Tower of Babel	Microprose Golf	Llamatron	Civilisation	Hired Guns
51) Wings	Puzznic	Pacific Islands	Tetris Pro	Banshee
52) Cadaver	Super Off-Road Racer	Virus	IK+	Fury of the Furries
53) Bubble Bobble	Super Twintris	Body Blows	Pacific Islands	Super Hang-On
54) Leisure Suit Larry 3	Cruise For a Corpse	Pinball Dreams	F-29 Retaliator	Lotus Turbo 2
55) Archipelagos	Laser Squad	Ultima 6	Blues Brothers	Lemmings 2
56) Helter Skelter	Leander	Projectyle	Bob's Bad Day	Virus
57) Bombuzal	Paradroid '90	Indy Jones & Fate of Atlantis	Nick Faldo's Golf	Roadkill
58) Battle Command	Toki	Walker	History Line 1914-1918	Desert Strike
59) Killing Game Show	Shanghai	Combat Air Patrol	Bubba and Stix	Lamborghini US Challenge
60) IK+	Space Crusade	Carrier Command	Ishar 2	Carrier Command
61) Warhead	Gods	Darkseed	Scooby and Scrappy Doo	Flashback
62) F/A-18 Interceptor	Silent Service 2	E-Motion	Monkey Island 2	IK+
63) Future Wars	Pacific Islands	Addams Family	SWIV	Populous 2
64) Nightshift	F/A-18 Interceptor	SWIV	Soccer Kid	Elite
65) Silkworm	Indy Jones & Last Crusade	Super Twintris	Fury of the Furries	R-Type 2
66) Midwinter	Robocod	Chuck Rock 2	Lure of the Temptress	F-29 Retaliator
67) Pacmania	Thunderhawk	Spindizzy Worlds	Parasol Stars	Pacific Islands
68) Kid Gloves	F-29 Retaliator	Stunt Car Racer	Virus	Archer Maclean's Pool
69) Projectyle	New Zealand Story	Alien Breed '92	Alien Breed 2	Seek and Destroy
70) Balance of Power 1990	Man Utd Europe	Anarchy	Nebulus	Blob
71) Rick Dangerous	Robocop 3	Zool	Hired Guns	Bubble & Squeak A500
72) Loom	Storm Master	Lotus Turbo 1	Lotus Turbo 1	Beneath a Steel Sky
73) Rocket Ranger	The Sentinel	Fire and Ice	E-Motion	Klax
74) St Dragon	Rugby: World Cup	Lionheart	Walker	Railroad Tycoon
75) Elite	Spindizzy Worlds	The Sentinel	Another World	Dune
76) Quartz	E-Motion	Plotting	Pinball Dreams	Battle Isle '93
77) Flood	Indianapolis 500	Lemmings	Tearaway Thomas	Gem'X
78) Buggy Boy	Pinball Dreams	Monster Business	Carrier Command	Hunter
79) Zany Golf	Plotting	World Class Rugby	R-Type	Second Samurai
80) Pipe Mania	Final Fight	Legend of Kyrandia	Populous	Boston Bomb Club
81) Total Eclipse	Carrier Command	A-Train	Monster Business	Pacmania
82) Dragon Breed	Project-X	Warhead	Llamatron	Bob's Bad Day
83) James Pond	Powermonger	Another World	Boston Bomb Club	Aladdin
84) Venus the Fly Trap	Spot	Striker	Kid Gloves	Robocop 3
85) Tetris	Scooby and Scrappy Doo	Puzznic	World Class Rugby	Goblins 3
86) TV Sports: Football	Hero Quest	BC Kid	Super Hang-On	Premier Manager 3
87) Distant Armies	Pro Tennis Tour 2	R-Type	Alien 3	Infocom Collection
88) Turrican	Projectyle	New Zealand Story	Brutal Sports Football	Fly Harder
89) Treasure Trap	Tower of Babel	Super Hang-On	Bug Bomber	Mortal Kombat
90) Batman the Movie	Volfied	Toki	Zool 2	Pucman
91) Switchblade	Kid Gloves	Super Off-Road Racer	Projectyle	SWIV
92) Supercars	Super Hang-On	Tearaway Thomas	One Step Beyond	One Step Beyond
93) Their Finest Hour	Supercars 2	Robocop 3	Klax	Starglider 2
94) MiG-29	Car-Vup	Kid Gloves	The Sentinel	Bubba and Stix
95) Monty Python	Deuteros	Bug Bomber	Switchblade 2	Ultima 6
96) Golden Axe	Photon Storm	Prince of Persia	Shanghai	Another World
97) Ghouls & Ghosts	Fantasy World Dizzy	Robocop 3	Sleepwalker	Super Obliteration
98) Red Storm Rising	Monster Business	Space Crusade	Jetstrike	Apidya
99) Xybots	Covert Action	Switchblade 2	Pong	Pool of Radiance
100) Grand Monster Slam	Golden Axe	G Taylor Soccer Manager	Frontier	Cannon Fodder 2

AND THE MORAL OF THE STORY IS...

Regular readers of the All-Time Top 100 will have noticed a DEPARTURE FROM THE NORM. Instead of this year's list printed meaningfully alongside last year's, we've this time gone 'the whole hog' (as our transatlantic cousins are wont to say) and reproduced all five lists. Why? So you can see for yourself the rise and fall, pitch and yaw, tussle and tossle of the Top 100 through the ages. And also because we'll have closed the mag down by 1996 rather than see our evil mega-global paymasters agonisingly draw out its life with 36-page issues. *(Er, possibly. – Ed)*

The 1995 edition of the APATTOH reflects the current staff's preference for multi-player games: 40 of the 100 feature two- (or more) player head-to-head (or takey-turny competitive) modes, with seven of those in the top ten. The departure of Stuart Campbell also heralds the collapse of all those monumentally obscure games he maintained were great but which no one else had actually seen working. And Steve and Paul have finally managed to get more than the one token footy manny game in there. Other than that, the big surprises come with *Speedball 2* dropping out of the top ten for the first time, the *Monkey Islands* at last being recognised as a single mighty unit, the bitty 'feel' of footy/footy manny hybrid *SWOS* proving inferior to footy and footy manny games alike, the number two game of all time ever being a PD shoot-'em-up from Sweden, and New Zealand being officially named as the Mightiest Country in the World, with a staggering 100% of Acid's games (and a fair few of Vision's) making it into the listing. Oh, and *Sensi* still being the greatest thing ever despite stiff competition from *GF2*. And universal disbelief that Matt Bielby managed to persuade people that *Leisure Suit Larry 3* was the 53rd best Amiga game ever back in 1991.

For explicit integer fans, there were 30 new entries (three in the top ten), two re-entries (both from the first Top 100), five sequels usurping their parents (including *Populous 2* – again) and 31 sequels altogether (*GF2* doesn't count). *Monkey Island 2* climbing from 62 to 8 and *Apidya* falling 11 to 98 were the biggest movers. And for psychology fans, can you match the 1995 AP staff with the games they alone insisted were included? The games: *Infocom Collection, Bob's Bad Day, Civilisation, Rainbow Islands, Fury of the Furries, Rodland* and *International Rugby Challenge*. The staff: Jonathan Davies, Cam Winstanley, Sue Huntley, Steve Faragher, THE DARK LEADER OF HELL'S HIERARCHY, Jonathan Nash and Paul Mellerick. Answers to I Deduce, AP, 30 Monmouth Street, Bath BA1 2BW by May 31st to win a horrid AMIGA POWER sweatshirt.

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TRUE STORIES

It's been a strange month. And one of the strangest things about it has been the FLOOD of NEW GAMES that we've been promised in months to come. Ace.

COALA

AMIGA POWER PREVIEW

Not a mis-spelled Australian, tree-climbing, eucalyptus-eating marsupial. No.

Runs on: A1200, A4000
Publisher: Empire
Authors: Bit Fusion
Release: Easter

It's the Chinese year of the Pig at the moment, which seems particularly apt when referring to all things Amiga related in '95. However, amidst the avalanche of poor quality *Doom* clones, Isabelle Rees e-mails and press-releases for dot-matrix printers came a demo so impressive that it forced me to lift the heavy veil of world-weary cynicism from behind which I conduct my everyday life.

It's a flight sim, only without the boring realism stuff, and it's mouse controlled to give you extra freedom of movement. Piloting a helicopter gunship around, you're conveniently placed in the role of a gun for hire, so it doesn't matter too much if you blow up the wrong people or start blasting UN forces. Scenarios range from battles to enforcing ceasefires and, according to the press release, peace, but I've yet to see what fun can be had flying round and NOT shooting at people.

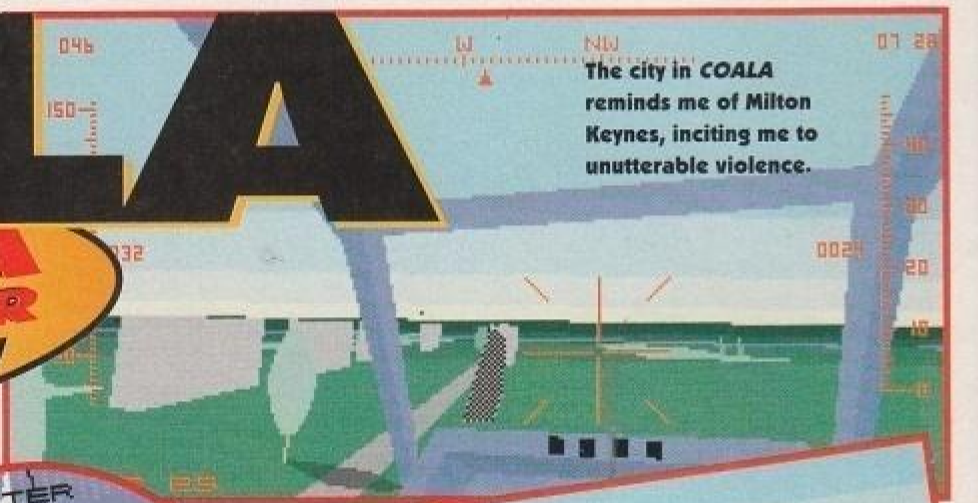
As well as tree-lined roads and tower blocks, there's loads of ground detail, and different missions are set at different times of day with corresponding haze/shadows/darkness and so on. Obviously, being in a helicopter you can switch to IR view so that everything goes green, but on the demo it looks quite fun fumbling your way through the dusky shadows looking for a target.

COALA's an acronym of the types of aircraft in the game, although no-one I've spoken to so far can actually remember what it stands for. What I do know is that it's another one of those games to emerge more or less complete from Europe (Holland, we think) and it's considered fairly hot property, as two weeks ago it was being shown to us by a company other than Empire.

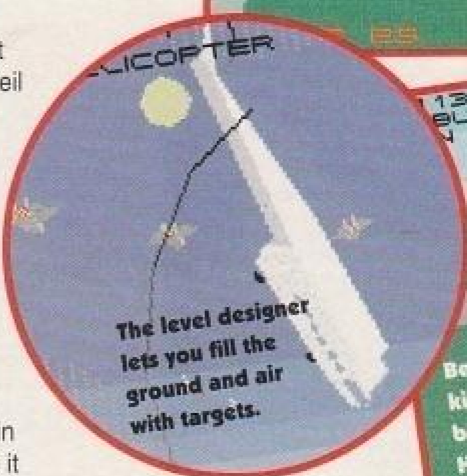
Tending away from the normal realism of flight sims, *COALA* goes to great lengths to let you see how good it looks. There's a virtual cockpit (controlled by holding the right mouse button down) which allows you to look around independently of the helicopter's movement, and is apparently very handy for over-flying targets and checking them out. There's also a gun camera view, which isn't strictly necessary, but looks spookily like all that video footage we saw from the Gulf War. When you lock on to a target, the camera shakily follows the vehicle and (in an authentically mechanical manner) zooms in on it, and all you have to do is keep the cross hairs on target until the missile slams home.

Another cool bit is that *COALA* takes the myriad of views normally available in

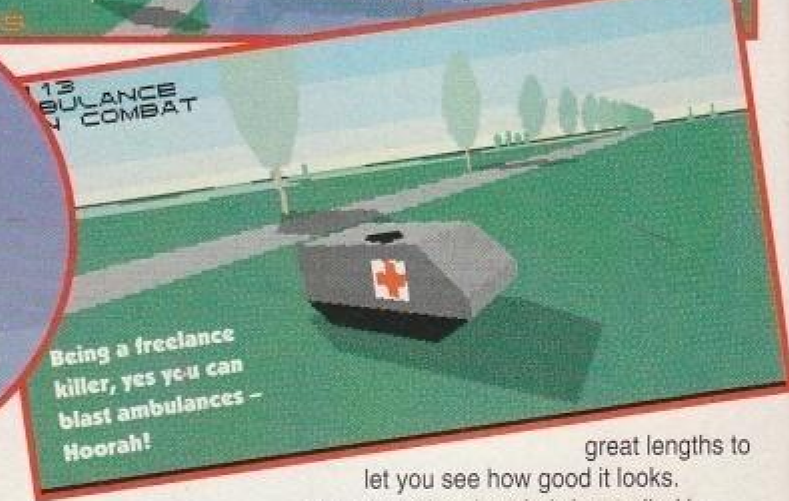
> **"The role of a gun for hire"**



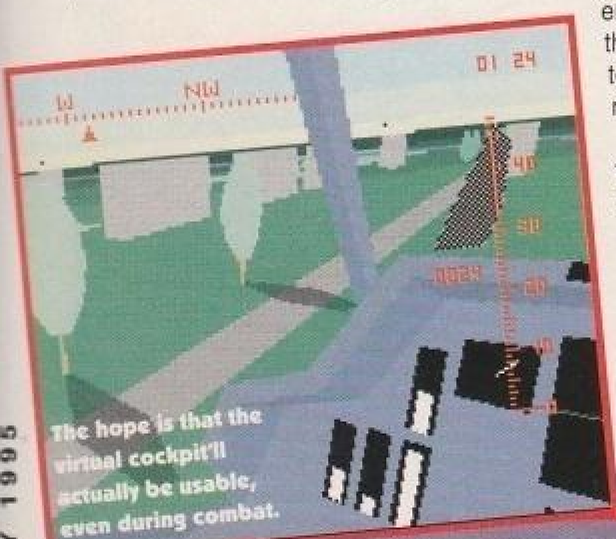
The city in *COALA* reminds me of Milton Keynes, inciting me to unutterable violence.



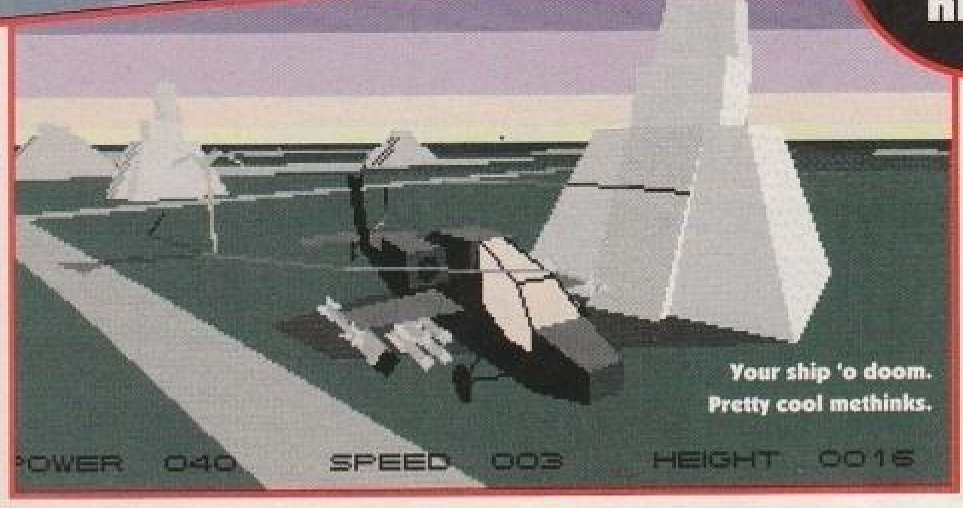
The level designer lets you fill the ground and air with targets.



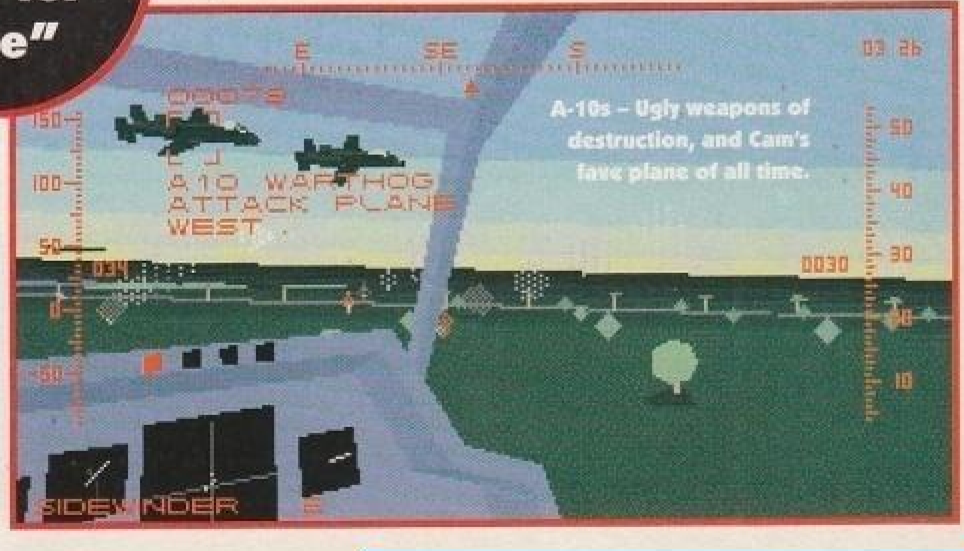
Being a freelance killer, yes you can blast ambulances – Hoorah!



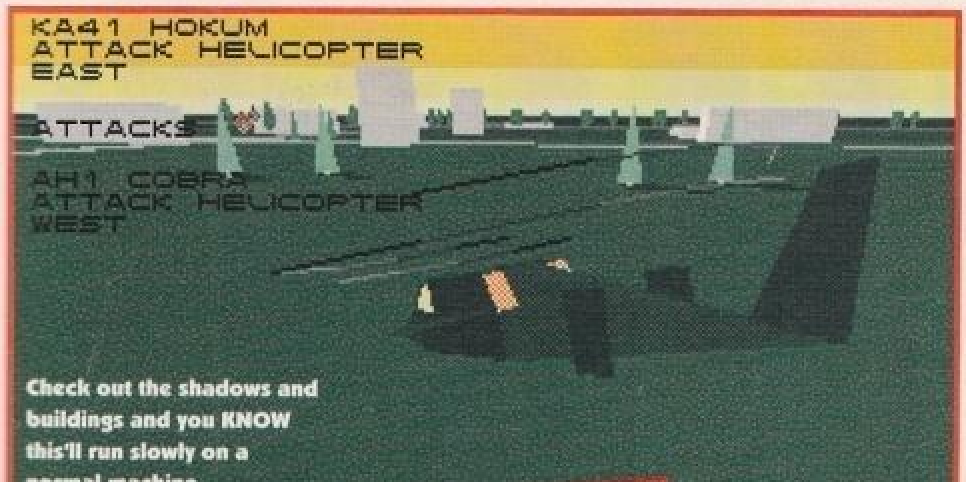
The hope is that the virtual cockpit'll actually be usable, even during combat.



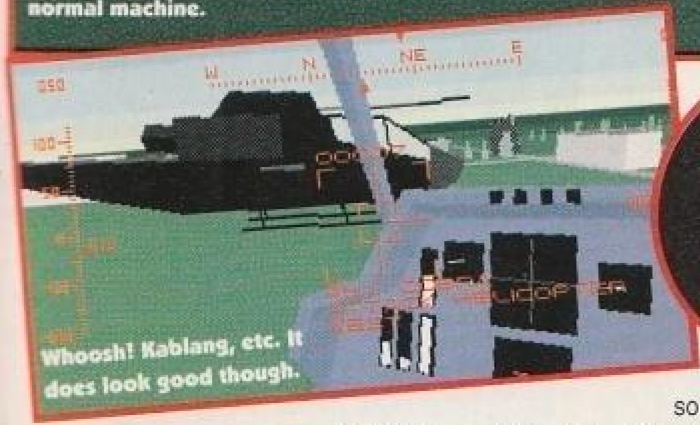
Your ship 'o doom. Pretty cool methinks.



A-10s – Ugly weapons of destruction, and Cam's fave plane of all time.



Check out the shadows and buildings and you KNOW this'll run slowly on a normal machine.



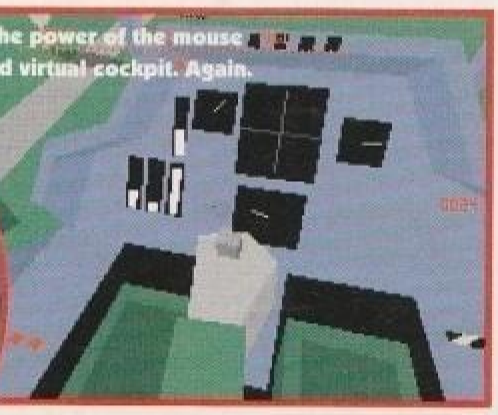
Whoosh! Kablang, etc. It does look good though.

"An acronym of the types"

flight sims and makes them accessible. Apart from maybe the missile view, I find that you've never got time to mess about with fly-past views and overhead angles when you're playing a game, but *COALA* rather handily freezes the action, and then lets you move the view around with the mouse until it looks right. In this way, the demo lets you see a missile fly off, and then switches to a view with your helicopter in the background and the target in the foreground so you get the best view of the explosion.

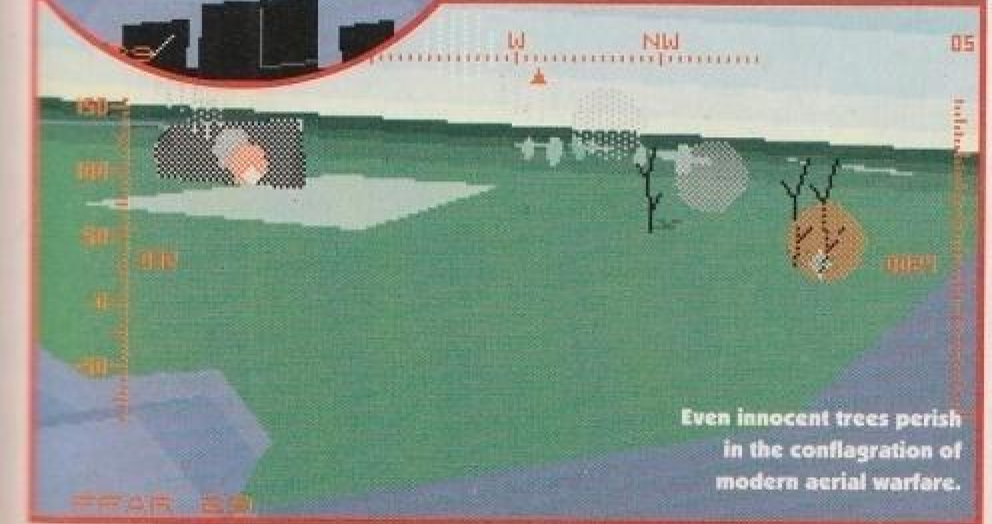
You'll notice that I've been going on about how the demo does this and the demo does that, and how there's masses of ground detail as the game zips along at a cracking pace. Ground detail AND a fast running speed? Surely something's amiss. This is, after all, an Amiga flight sim. Well, the demo looks great, but it's a video tape of the game running on a beefed-up A1200, complete with an accelerator card and racks of fast RAM. Whatever that is. JD saw the game recently at a trade show, and said it looked great if "a bit slow" on a standard A1200. And, rather tellingly, Empire have billed *COALA* as a game "for the Commodore A1200/A4000" which is surely a euphamism for a slow-running game. So standard Amiga owners might as well just forget this one, starndard A1200 owners should read our review before making up their minds, and accelerated-A1200 and big-box Amiga owners can rub their hands gleefully at the approach of *COALA*. All seven of them.

● *CAM WINSTANLEY*



Witness the power of the mouse controlled virtual cockpit. Again.

Ogle the scenery, then destroy it.



Even innocent trees perish in the conflagration of modern aerial warfare.

LEADING LAP

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Kellion
Authors: In-house
ETA: April

"What it means is that, when you go round a bend, the view will rotate so you sort of 'peer around the corner' to see what lies ahead. Um." Kellion's Tony Dillon is attempting to explain MPV – Moving Point of View – which is one of the main features of *Leading Lap*. Except it's not actually working on the prototype version of the game he's brought to AP, so I'm struggling a bit.

But hang on. Kellion?

A slightly embarrassed enquiry reveals them to be a new publisher who, as well as developing games of their own, are seeking out entertaining games from all corners of the globe and delivering them to your table. They're also brining us *Ants* and *Hilt*, but *Leading Lap* is currently their major project.

"It's been developed entirely with The Tiger."

Oh crumbs.

"Total Impact Game Editor. EditoR. It's something we've developed ourselves, and may well release commercially one day." At this point he pressed all sorts of buttons on our Amiga and polygons began to spin around on the screen. "We think of it as a *3D Construction Kit* that actually works – you can write proper games with it. When *Leading Lap*'s finished we're planning to use it for *Leading Lap 2*, which will feature real-life cities to drive around, and some sort of tank game."

But anyway.

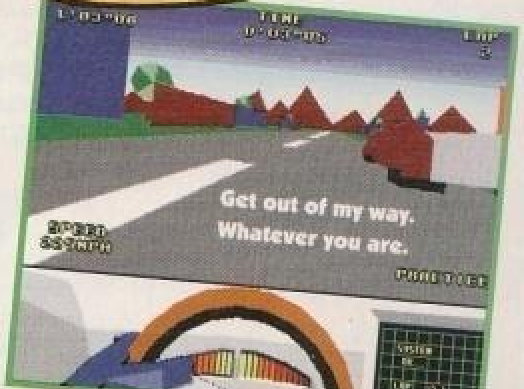
"Yes, anyway."

Leading Lap is a 3D polygon driving game, fairly obviously. There are 25 tracks, which are divided up into four different sorts: racetracks, motorways, cities (where, rather than following a fixed course, you have to navigate from one place to another, planning your route so as best to avoid the traffic), and another one I can't remember. There are bridges and buildings, 15 vehicles racing against you, and even other traffic to avoid (including cars hurtling towards you).

The graphics we saw looked a bit blocky and sluggish, but Tony assured me they were being worked on as we spoke, and will be speeded up considerably. Also, there'll be an extensive array of options to adapt the game to your particular Amiga's capabilities. Apparently, "It should run in a frame on a 1200," whatever that means.

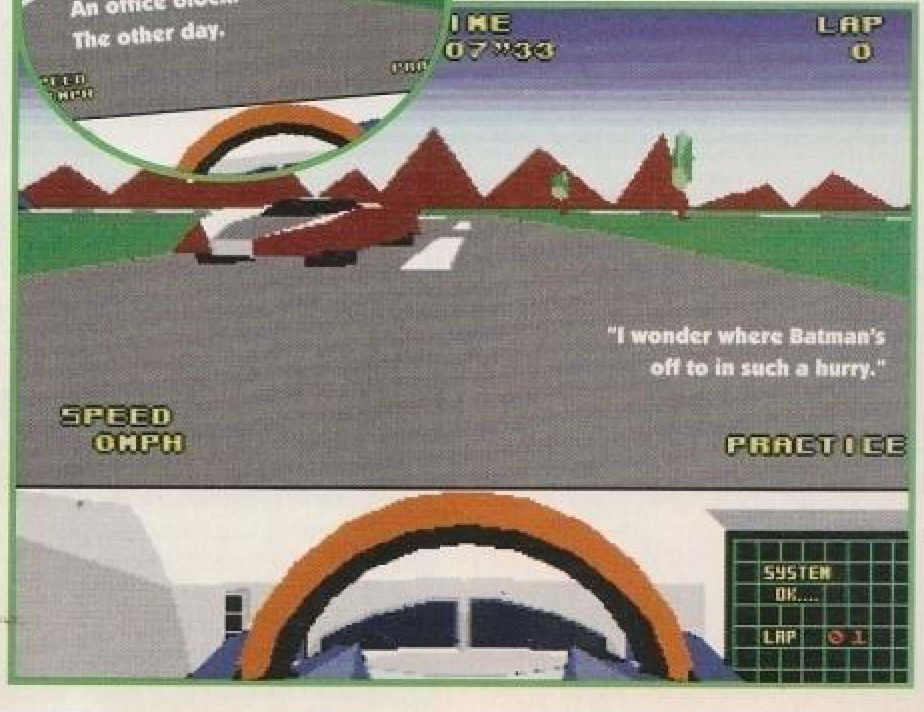
"*Leading Lap* will even work with the Cybermaxx VR headset," smirks Tony. True AMIGA POWER readers will remember the Cybermaxx from AP44's news pages.

● *JONATHAN DAVIES*



Get out of my way. Whatever you are.

An office block. The other day.



"I wonder where Batman's off to in such a hurry."

NEW!
Pictures this month by William Blake

Cherished, loved, nuzzled, immortalised in marble and ...

CONSIGNED TO HEAVEN

No matter how brilliant something is, it'll eventually die and leave the world a little worse for its passing. Join with us and weep bitter, salty tears for things you just can't get for love nor money.

THE PACMAN JOYSTICK Whatever happened to these Greek joysticks from Aneroussis Control?
DYNABLASTER Even Ubi Soft haven't any copies. May it (and its dongle) float across the clouds for all of eternity.
THE GOOD ENDING OF ARMY OF DARKNESS Sam Raimi's skeleton-fest originally ended with a K-Mart shoot-out that was dropped from the video. Sleep, good ending, sleep with the pretty angels.

Plumetting to the Dark Domain, they're...

GOING DOWN

Some things won't go away even if you beat them with a shovel. We curse them and wish them a speedy descent to Hades.

STARGATE We're still the only mag that DARES TO REVEAL the utter terribleness of this movie.
INTERNATIONAL RUGBY CHALLENGE – Domark's darkest hour received a generous 2% in AP.
STARGATE That's S-T-A-R-G-A-T-E

the Visionary Poet and
t of Champions

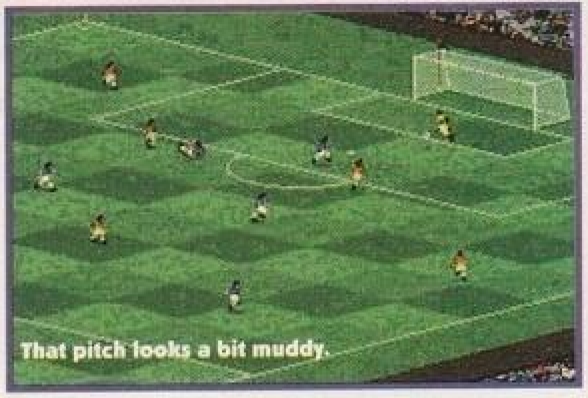
PLAYER MANAGER 2

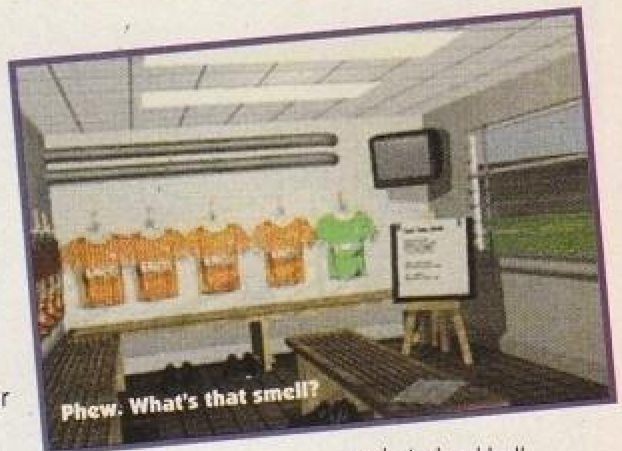
AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Anco
Authors: Steve Screech
ETA: Mid-April

Yes, it's back. And boy has it taken its time. After something like six years, *Player Manager* has been updated, improved and re-titled *Player Manager 2*.

As in *SWOS*, you can play in games as well as manage them, using a supposedly enhanced version of the dreadful *Kick Off 3* (AP46 57%). And there are four different modes of play: Personal Challenge, where you try to reach a set target; Knock Out, where four players all play against each other to see who's best; Player Manager World, where you can use your dream team, saved on disk, for a head to head or league competition against up to eight other players; and Rolling, where you just keep going with no time limits or goals to achieve.


That pitch looks a bit muddy.

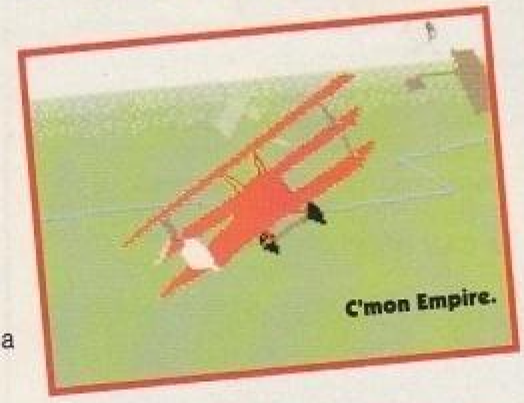

Phew. What's that smell?

And don't forget the coaching, tactics, transfer market, dead ball designer, board, ground staff and the other usual managment features that should keep your mind more than a little busy. This one is definitely going to take a while to get to grips with, so no prizes for guessing what I'll spend most of next month doing. Ooh, I really love footy management games.

● *PAUL MELLERICK*

ATTENTION DAWN PATROL FANS

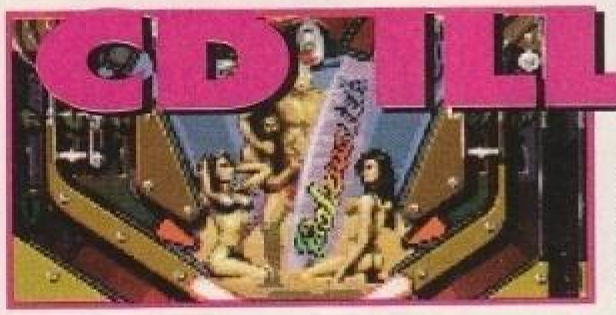
Empire are putting together a free upgrade for *Dawn Patrol*, enabling it to be played across two computers networked together, and providing a host of improvements to the way the aircraft behave. The catch? They're only planning it for the PC version at the moment, and are merely "thinking about" doing an Amiga equivalent. Petition them today, readers.


C'mon Empire.

ANOTHER NEW GAME

Kellion, the plucky young software publisher behind *Ants* and *Leading Lap*, covered elsewhere in AP, have another game almost ready. It's called *Hilt*, and is a sort of *Laser Squad* game, only with a more sensible control system and robots. We've only had the briefest of looks at it, and were unable to take any pictures before it disappeared back into the ether, but hopefully we'll be able to bring you a review or something next month.

CD ILLUSIONS



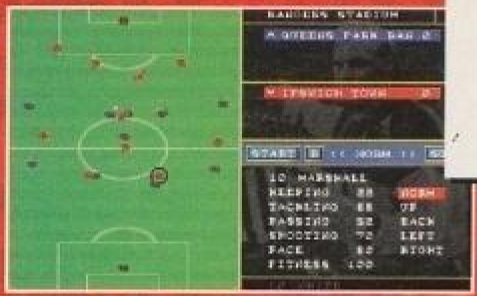
Pinball Illusions (AP43 89%) is due to come out on the CD32 in April, and will probably sell in quite absurd numbers. (Its predecessor, *Pinball Fantasies*, is the machine's biggest-selling title to date.) It'll be exactly the same game – still just the three tables – but the music will all be CD-ified. And it'll cost £30.

FRENCH WORD FOR 'PAPER CLIP'

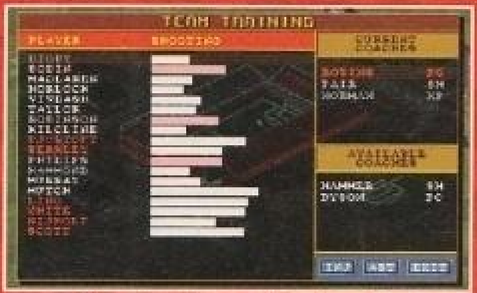
After the day is done and the latest embarrassing, shoddy, unpleasant, inane, putrid, irrefutably *wrong* issue of (*"Michael Jackson" – Ed*) torn ritually in two, there is little the mighty beings of AMIGA POWER like better than to go home. But such an exodus was halted early this month by the sudden discovery of the French word for paper clip. It is 'trombone', and a moment's thought revealed why. It is because paper clips look, in the eyes of the French, like trombones. We thought that you ought to know.

"Paperclip"
""Trombone"

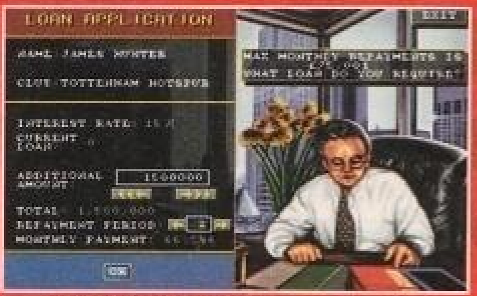
Simply the BEST


IPSWICH TOWN 0
START
NORM
10 MARSHALL
KEEPING
TACKLING
PASSING
SHOOTING 72
PACE
FITNESS 100
NORM
UP
BACK
LEFT
RIGHT

The best interactive match action ever!


TEAM TRAINING
PLAYER
SHOOTING
CURRENT COACHES
AVAILABLE COACHES
EXIT

Check out your player's skills
and watch them develop



LOAN APPLICATION

NAME JAMES HUNTER

CLUB TOTTENHAM HOTSPUR

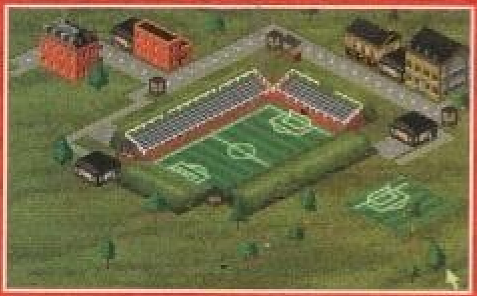
INTEREST RATE: 15 %
CURRENT LOAN: 0

ADDITIONAL AMOUNT 1500000

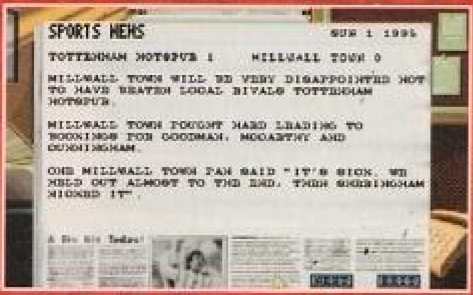
TOTAL: 1,500,000
REPAYMENT PERIOD 2
MONTHLY PAYMENT: [illegible]

MAX MONTHLY REPAYMENTS IS [illegible]
WHAT LOAN DO YOU REQUIRE?

Keep your bank manager happy,
or face the consequences!



Watch your stadium develop in 3D!



SPORTS NEWS SUN 1 1995

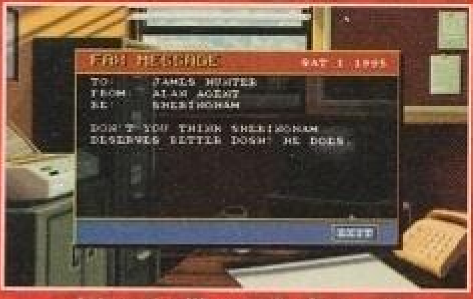
TOTTENHAM HOTSPUR 1 MILLWALL TOWN 0

MILLWALL TOWN WILL BE VERY DISAPPOINTED NOT TO HAVE BEATEN LOCAL RIVALS TOTTENHAM HOTSPUR.

MILLWALL TOWN FOUGHT HARD LEADING TO BOOKINGS FOR GOODMAN, MCCARTHY AND CUNNINGHAM.

ONE MILLWALL TOWN FAN SAID "IT'S SICK. WE HELD OUT ALMOST TO THE END. THEN SHERINGHAM NICKED IT".

Read about your team's exploits
in rich detail

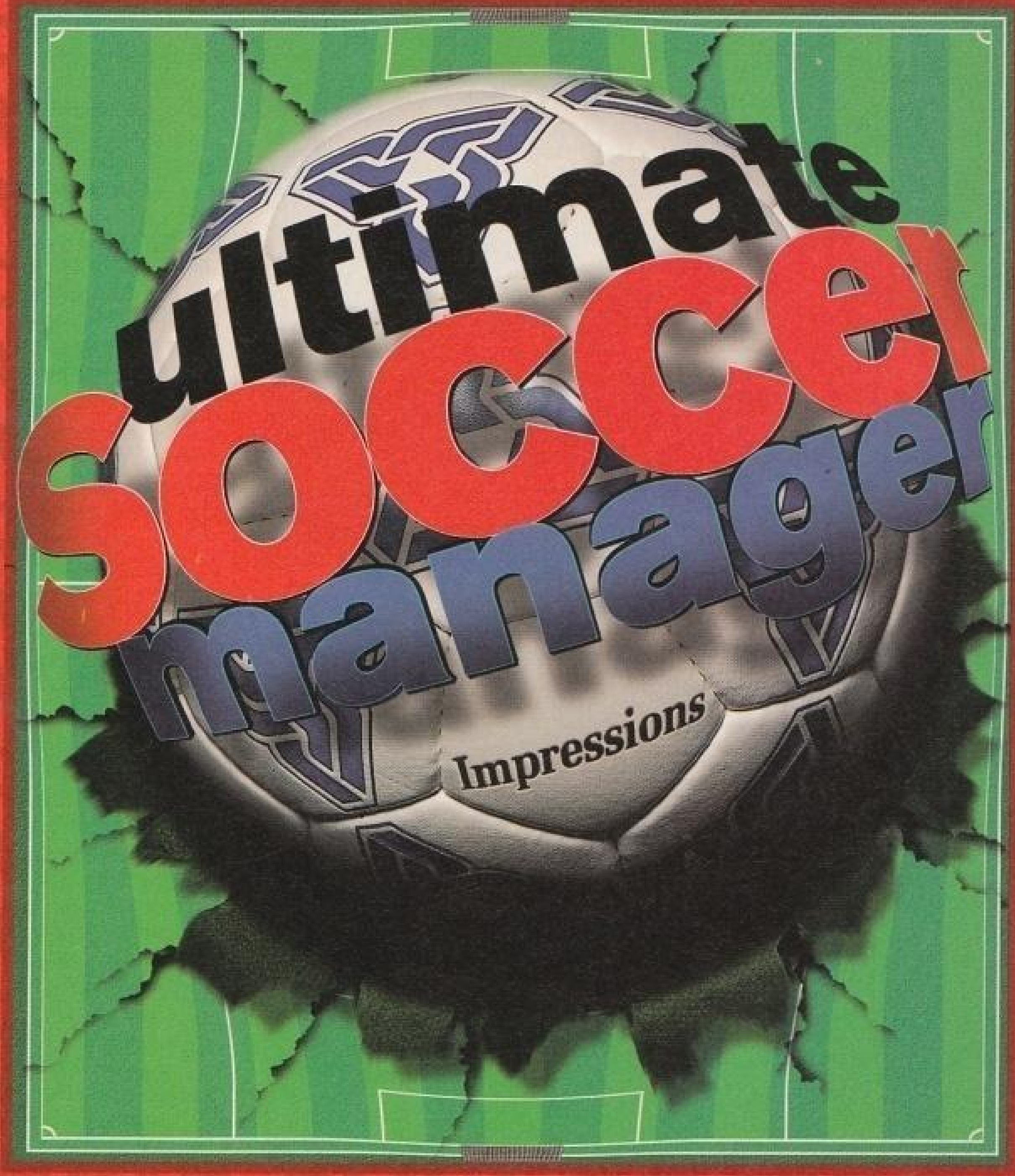


FAX MESSAGE SAT 1 1995

TO: JAMES HUNTER
FROM: ALAN AGENT
RE: SHERINGHAM

DON'T YOU THINK SHERINGHAM DESERVES BETTER DOSH? HE DOES.

Interact with agents, fans and


ultimate
soccer
manager
Impressions

the Future of Football Management

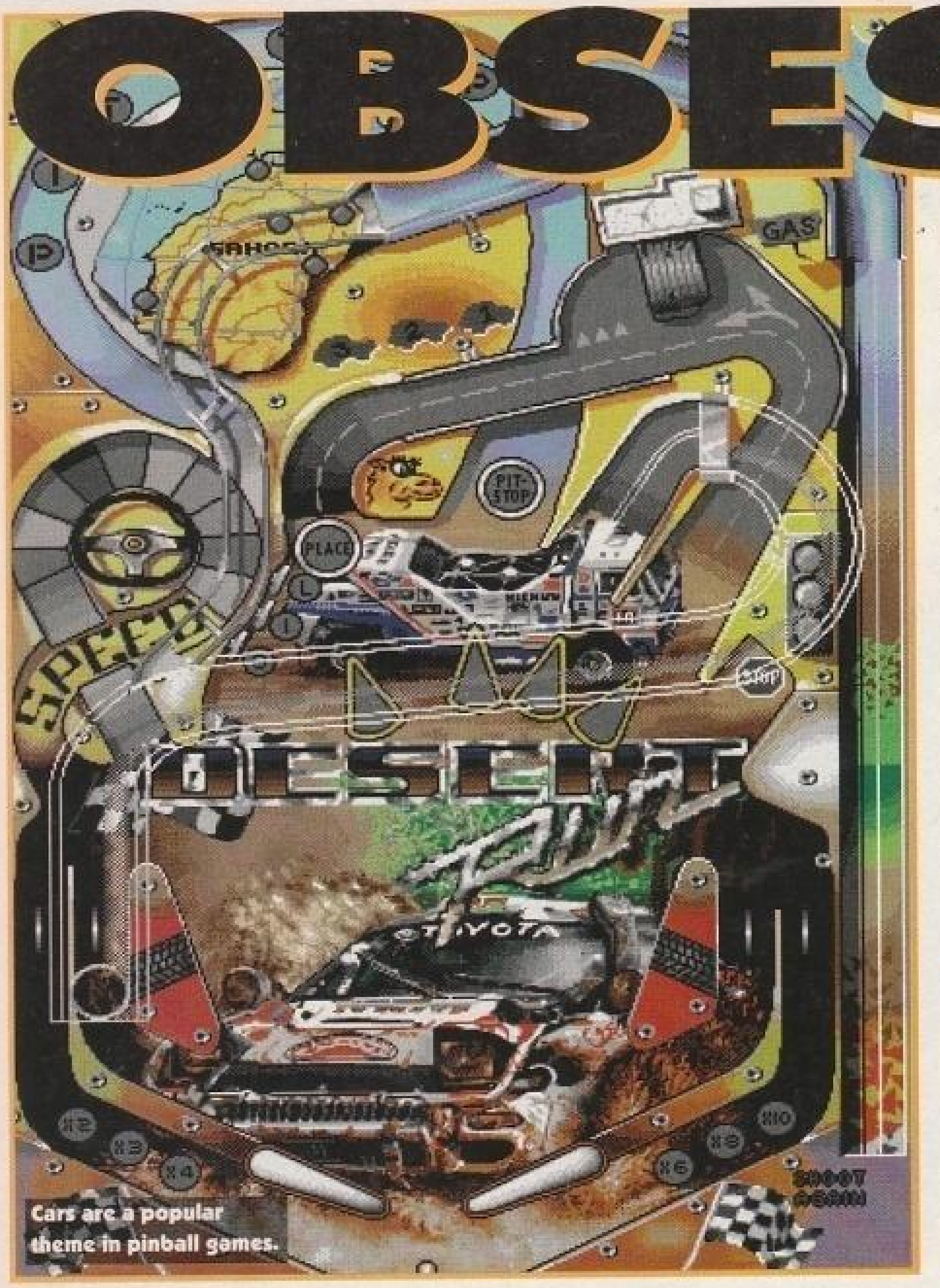
Impressions

IBM PC VGA Screenshots may vary

© 1995 Impressions

Unit 9, Princeton Court, Felsham Road, Putne

OBSESSION



Cars are a popular theme in pinball games.

Calvin Klein's first venture in the Amiga games market?

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Unique Development Sweden
Authors: Peter Zetterberg (project management, table design), Michael Brunnström, Kalle Lundqvist and Hans Härrôd (programming), Jimmy Gustafsson (table artwork), Per Almered and Tord Jansson (sound)
ETA: May 1st

We made some new friends this month. Peter, Michael, Kalle, Hans, Jimmy, Per and Tord sent us some pictures of *Obsession*, their new pinball game, completely out of the blue. And, irritatingly, despite being Swedish, they speak even better English than us. Why is that? What is it about the Swedes?

"It probably has something to do with all the kinky sex and the ice-bears in the streets," explains Peter Zetterberg, sending me scurrying fruitlessly to my dictionary. "Although I'll probably be hanged by some conservative English bloke for saying so. By the way, why is it called 'hanged' instead of 'hung'?"

Er.

Obsession, then. It started life on the Atari ST, and was received as "One of the best ST games ever" by our neighbours on ST Format, who gave it 94%. And, in fact, it's actually "The best ever Atari game – 98%" according to ST Review, ST Format's rival, which was recently sinisterly absorbed by Future Publishing and has our sympathy.

Naturally, I sidled into ST Format to size *Obsession* up. And it's great. There are four tables: Aquatic Adventure, with lots of underwater-related features; X-ile Zone, set in a post-apocalyptic future; Balls and Bats, which is organised like a baseball field and probably the least successful of the four; and Desert Run,

Everything becomes apparent through...

THE DISSEMINATOR

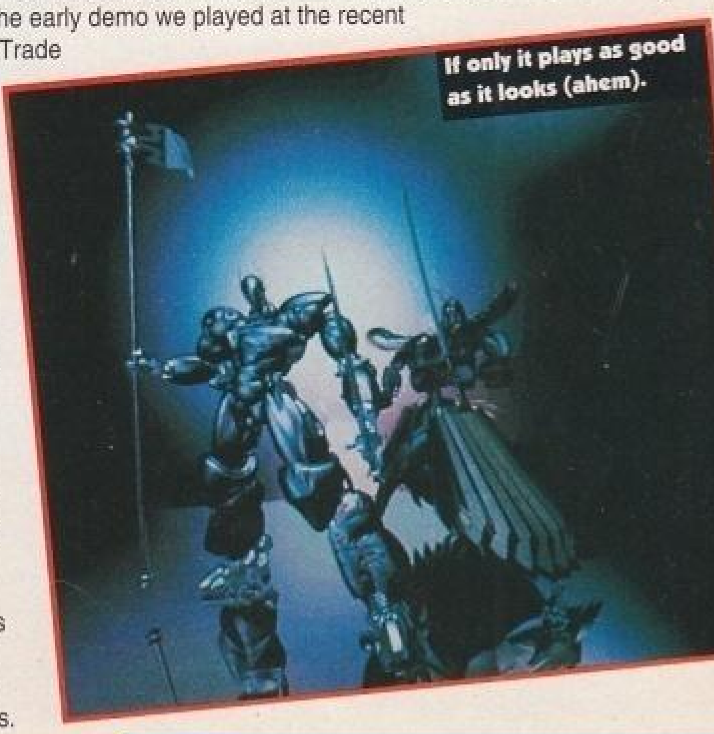
We have only ever, and can only ever, TELL THE TRUTH. Some magazines may be the MOUTHPIECES OF SOFTWARE COMPANIES, yet we strive to PROTECT YOU by questioning, not being part of, their often cynical sales campaigns. We do this by TELLING THE TRUTH. We do this by revealing the scores from our alleged rivals. We do this because WE CARE.

	The One	Amiga Action	AMIGA POWER
ATR	85%	88%*	38%
Dawn Patrol	81%	80%	80%*
Dragonstone	79%	77%	49%
Dreamweb	85%	92%	24%
Kingpin	78%	84%	47%
Lion King	77%*	93%	59%
Pinkie	–	84%*	20%
Rise Of The Robots	59%	92%	5%
Roketz	85%	63%	61%
Shadow Fighter	91%	90%*	91%
Skeleton Krew	44%	91%*	59%
Super League Manager	52%	–	89%
Super Skidmarks 2	88%	–	91%
TFX	67%	83%	85%
Turbo Trax	–	92%†	–
Valhalla: Lords Of Infinity	81%	94%*	19%
Valhalla: Before The War	44%	94%	19%
Vital Light	81%	80%	11%

*Illustrated on the cover of the issue it's reviewed in, possibly as an 'exclusive'.
†Was (we quote) "a week away from being finished" when AP49 went to press.

BACK FROM THE DEAD

Rise of the Robots fans will be pleased to hear that work is underway on a sequel. *Rise 2 – Resurrection*, which will probably be on CD32 only thanks to the unfeasible number of disks it would otherwise require, is due for release in October, and Mirage have taken note of the flak the first game took. "More robots" means *Rise 2* should take longer than ten minutes to complete. "A choice of any robot" means you won't always have to 'be' the blue one. "Robot flipping on screen" means you'll actually be able to jump over your opponent (although the early demo we played at the recent European Computer Trade Show crashed when we tried this). "A plethora of weapons and projectiles" means you won't be restricted to punching and kicking. "Enhanced artificial intelligence" means there hopefully will be some. "Parallax scrolling" speaks for itself, as does "extra speed". And "A multitude of special moves" is good news as well. We'll leave you with a picture of two of the new robots.



If only it plays as good as it looks (ahem).

which has bits of race track for you to send the ball around. There's always lots going on, the ball zings about rapidly, there's an LED display which messages and pictures appear on, the sound effects are good, and it's easy to see why the ST press got so carried away.

But standards are, of course, higher in the Amiga world. How will Unique Developments Sweden meet the challenge?

"The A500 version will feature more colours on-screen than the ST one (55+ instead of 40+). But best of all will be the A1200 version, which will have an extra table, 256 colours and – yes – multi-ball."

And how will it fare against 21st Century's *Dreams/Fantasies Illusions* series?

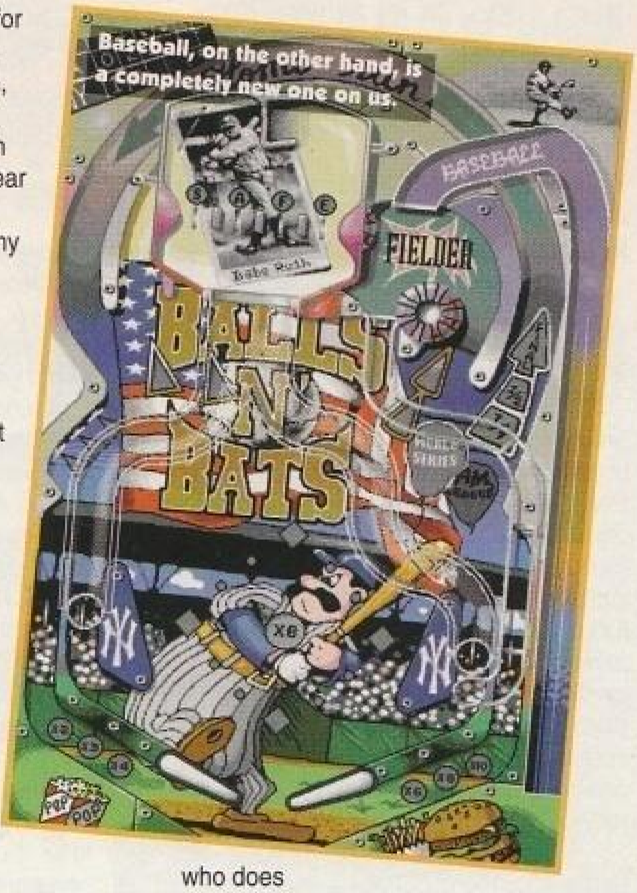
"We're not going to claim that *Obsession* is 'better' than any other existing games, because in the same way that beauty is in the eye of the beholder, playability is in the mind of the player. But a new game has to be better than its predecessors, otherwise there wouldn't be a reason in the world for anyone to buy it."

Our thinking precisely, which bodes well for *Obsession*, and also UDS's next project, *Substation*, which is based on – good lord – *Doom*. But, games aside, who does Peter reckon would win in a fight between his lot and fellow Swedes Digital Illusions, who wrote the 21st Century games?

"Well, the last clash lost us four members, which means they're one up now. Thumbs up, though – we just might have our nuclear bomb ready at the end of this month."

That's the spirit. I'm greatly looking forward to *Obsession*. I only hope it doesn't make men I've never met suddenly give me flowers.

● *JONATHAN DAVIES*

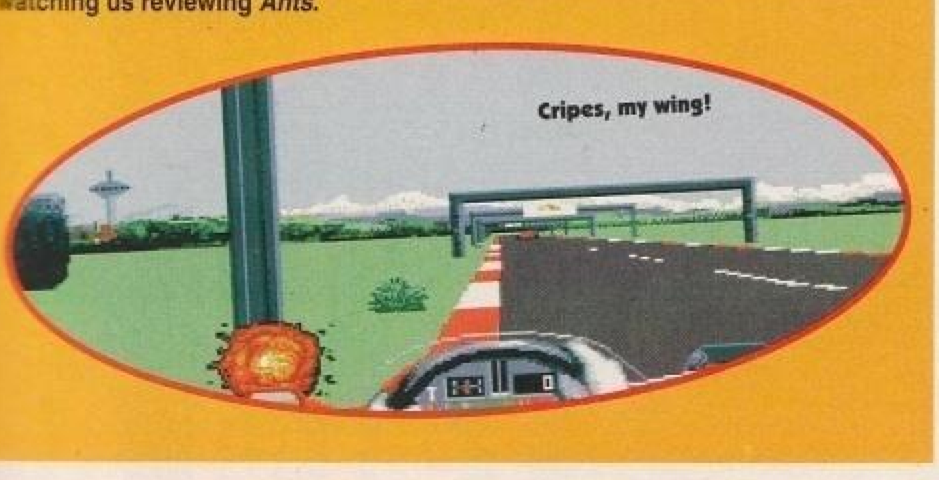


Baseball, on the other hand, is a completely new one on us.

FORMULA ONE GAMES

It looks like being an entertaining year for Formula 1 fans. Not only has the sport become an amusing Brits vs Germans contest, and not only are Domark just about to release their updated version of *F1*, but there are a couple of Formula 1 management sims on the way. The first, due in a month or two, is *Pole Position* from Ascon, the *On The Ball* people. It's going to be designed along similar lines to *On The Ball World Cup Edition*, with a strong storyline and your drivers falling in love and things. All we've seen of it so far are some impressive 3D graphics which will be used during the races.

The other one is something Krisalis are working on, and details of it are a bit sketchy at the moment. It's being written by Tim Blakelock, who has apparently once appeared in AP's Do The Write Thing, and Krisalis are currently stumped on how to represent the races. "Having a screen full of little dots whizzing around just isn't on in this day and age," said Krisalis's Tim James, watching us reviewing *Ants*.



Cripes, my wing!

BLITZ BOMBER

Blitz Basic seems to be the 'in' programming language at the moment (we must thank it for *Guardian* and *Super Skidmarks 2*), and this game's so into the idea of being associated with this hip new programming tool that it's flagged it in the title. We originally saw it a few weeks ago when the programmer sent it to us to preview, and at the time we rated it 'all right'. It's a *Bomberman*, *Dyna Blaster* kind of game, and in its first incarnation, it had tunnels, bomb punches and various other features not seen on Amiga versions of the game, but familiar to anyone with a SNES. Seeing as it's practically impossible for you to buy a copy of Ubi Soft's *Dyna Blaster* any more, there's a gaping hole in the market, but due to the lacklustre graphics, some dodgy animation and a wrong 'feel', we were set to rate it as a non-contender.

But now we hear that Arcane have bought it up and are planning to release it in a couple of months after an intense revamp. They've been out and bought all types of *Bomberman* games on loads of different formats and are planning to "do a *Shadow Fighter*" by nicking all the best bits from these tried-and-tested games. The naff graphics are out too, and they've reworked the movement so it looks like the characters walk rather than skate round the mazes.

More excitingly, there's also a link mode planned. As you all know, we're really hot on multi-player games, and also mad keen on *Dyna Blaster*, so *Blitz Bomber*'s multi-player option sounds almost too good to be true. Impressed as we were by *Super Skidmarks*' eight player option, *Blitz Bomber*'s promoting an unbelievable TEN (count 'em!) player option using two A1200s with the playing area spread over two monitors stuck side-by-side. Epic suss!

We would ordinarily have provided some screenshots for you to gaze on, but as they would only be misleading we haven't. So content yourselves with the knowledge that we've no idea yet how the finished version will play, or what it'll look like. Such is the might of AMIGA POWER.

ERRING DO

Following the successful dissemination of *Derring Do* on AP47's coverdisk, we received a plaintive telephone call from its author, Nick Slaven. "I've moved," he wailed, "so if anyone's been sending me registration fees" – which, of course, you all will have, right readers? – "the dosh may have gone astray." Nick's new address is Flat A, 891 Abbeydale Road, Sheffield, South Yorkshire S7 2BJ. If you enjoyed *Derring Do*, we suggest you demonstrate your appreciation in a fiscal manner. Remember: AP IS WATCHING YOU.

Support shareware – pay the fees.

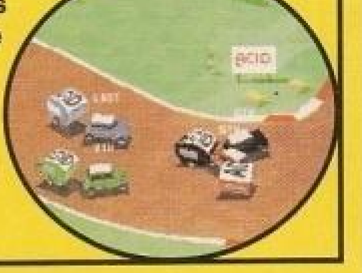
AMIGA POWER RECOMMENDS

As if to prove what an odd month it is, we 'Recommend' just four games.

SUPER SKIDMARKS

(AP48 86% A500/ 91% A1200)

The original *Skidmarks* was truly a magnificent game. *Super Skidmarks* is even more of a magnificent game than that. *Super Skidmarks* on an A1200 is even more of a magnificent game than the game which is even more of a magnificent game than the first one. If you haven't got two A1200's and seven friends, get them immediately so you can play what is the Eight-Player Cinerama High-Res Mode of Champions. The best racing game on the Amiga? Almost certainly.



SUPER LEAGUE MANAGER

(AP48 89%)

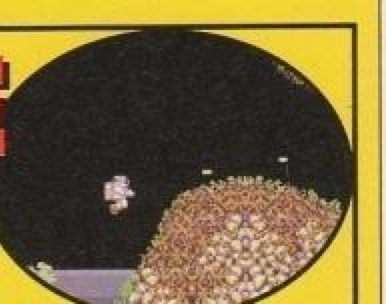
Contrary to popular belief, not everyone on AMIGA POWER hates football management games. Steve for one is a man who can manipulate his statistics with the best of them, but it was nonetheless a pleasant surprise to find that *Super League Manager* has no statistics. Nor indeed does it contain a Ryan Giggs or Nigel Spink. There isn't even a Liverpool in sight. And that's what makes it so good – it creates a fantasy league which you can immerse yourself in, it has no tedious figures to slog through, and it's just an excellent game all round. Basically.

FRIDAY
SPORT

EXILE

(AP48 89%)

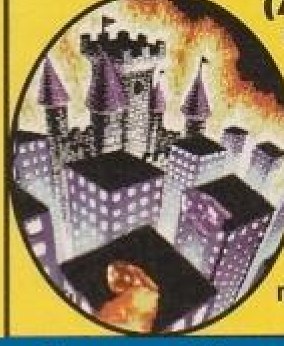
Last month good full-priced games were conspicuous by their absence, so in order to fill the legendary AMIGA POWER Recommends column this month we're including budget releases too. Hope you don't mind too much. Anyway, *Exile:* a classic, if you will. It may be old, it may look crap, BUT! do not let it decieve you. Behind the decaying facade lies a game which is so addictive it should be outlawed, along with chocolate and, er... er... some other stuff.



STARDUST

(AP48 91%)

First there was *Stardust.* Then there was another one of it. Now there's the one before the other one, except at a budget price. *(And except we're not doing that joke any more. – Ed)* It's *Asteroids,* except it's been updated with wonderful graphics, superb gameplay, addiction and variety (due to the tunnel sections and special missions). And for a mere ten quid there's absolutely NO EXCUSE for you not to purchase it immediately. If not sooner.



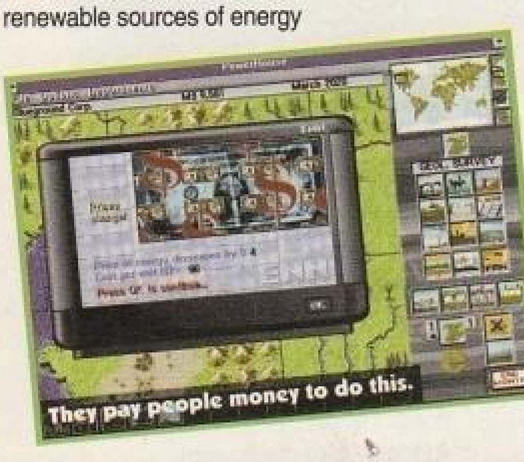
POWER HOUSE

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Impressions
Authors: In-house
ETA: June

Current trends in privatisation have led Impressions to develop a game called *Power House*, a business/god sim in which you attempt to gain total domination of the world's energy market. *Power House* is set in the near future, where the planet's entire power needs are catered for by just three companies, one of which you are in charge of. In the ensuing battle for supremacy and profits you can be ruthless and vicious, systematically using up all of the Earth's natural rescources (boo, hiss), for which you will recieve hefty fines (hurrah!), or you can adopt a more eco-friendly approach and invest in renewable sources of energy like solar or geo thermalr, for which you'll recieve a pat on the back (hurrah again!).

In *Power House* (which is influenced by those other business sims, *Air Bucks* and *Detroit*), you will apparently be able not only to conduct multi-million dollar business transactions, but also to negotiate various rights with world governments. And it shall all be a realistic representation of the political future, say Impressions. This is not because they exhibit DISTURBING POWERS OF PREMONITION, but because the game uses an economic and political model based on UN predictions. Hey – so does that mean if you buy this game you'll be able to see the results of the next general election? You never know.



They pay people money to do this.

Impressions reckon it's going to be 'the ultimate game for those who want to play a business god'. Do they speak the truth? If you want to find out, you could either: a) suspend one of the game's programmers by his ears from a light fitting, thus creating a crude but effective form of lie detector, or b) watch out for AP's review in a couple of months.

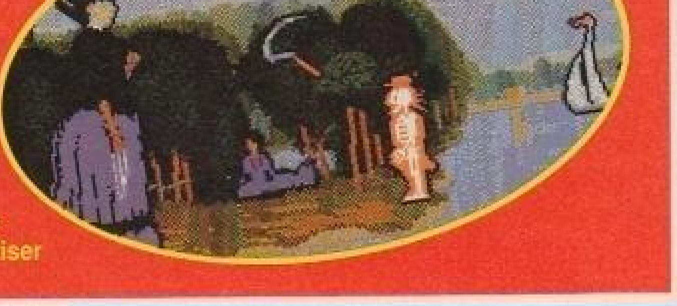
● *RICHARD DOIDGE*

Mystery the screenshot corner with...

Mystery Screenshot Corner

In an attempt to contain the identity of the game involved in March's bout, the selection was made by Sue the Art Ed and revealed to no-one. This deterred contestants less than fractionally, and a full clip of indicative tracers tore through our J Cagney of certainty. The game was *Mad Susie Goes On,* and we unmask its informant as Edward Clarke of Eastleigh in Hampshire. "It is, AS YOU ALL KNOW, a PD platform puzzler," grunted Clarke. "I claim my prize," he added arrogantly, ensuring that even if Mystery Screenshot Corner were to dispense remuneration for foilage of its funnage beyond a name-check in these mighty pages (a situation we neither confirm nor deny) he would remain unfurnished. "That is all. I read you every day," he concluded in agreeable cross-reference to Digitiser of TV's weekly games chart update fame, saving himself a home-toasting of justice.

Apply your shape-recognition skills to this new picture and despatch a qualified guess to Pange Lingua Gloriosi Corporis Mysterium with the traditional continuation. Your prize upon successful application? Refer back to the parenthesis above for our stand upon this ticklish subject and ask no more of the crazy young kid that is Mystery Screenshot Corner.



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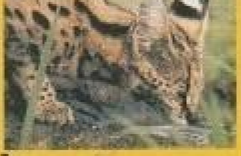

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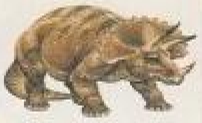

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Amos CD

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The Official Amos PD Library is the largest source of Amos related source code and programs in the world today. The library is run by Len & Anne Tucker and is endorsed by Europress Software, the publishers of Amos and Amos Pro. This compact disc contains the entire library from disk 1 to 620, each one arranged in it's own directory and catalogued. The disc contains in excess of 33,000 files with over 1600 Amos source code files, 100 sprite banks, 260 Ctext banks, 800 samples, numerous music banks and several extensions to Amos & Amos Pro. This CD is truly a testament to the immense following that Amos and Amos Pro has achieved in the past few years and represents thousands of man hours of writing Amos code which will prove to be an invaluable source of help and tuition to the Amos user. The Amos PD Library contains many games and Utilities which will prove interesting to the Amos user and non-Amos user alike. Imagine the entire contents of a PD. Library on one CD.

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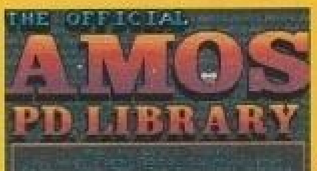

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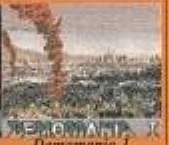

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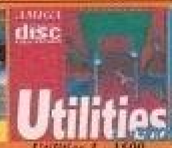

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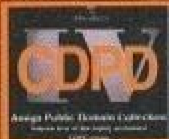

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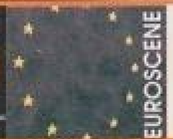

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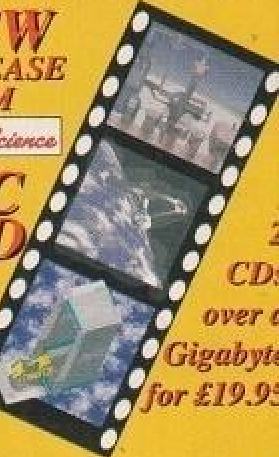

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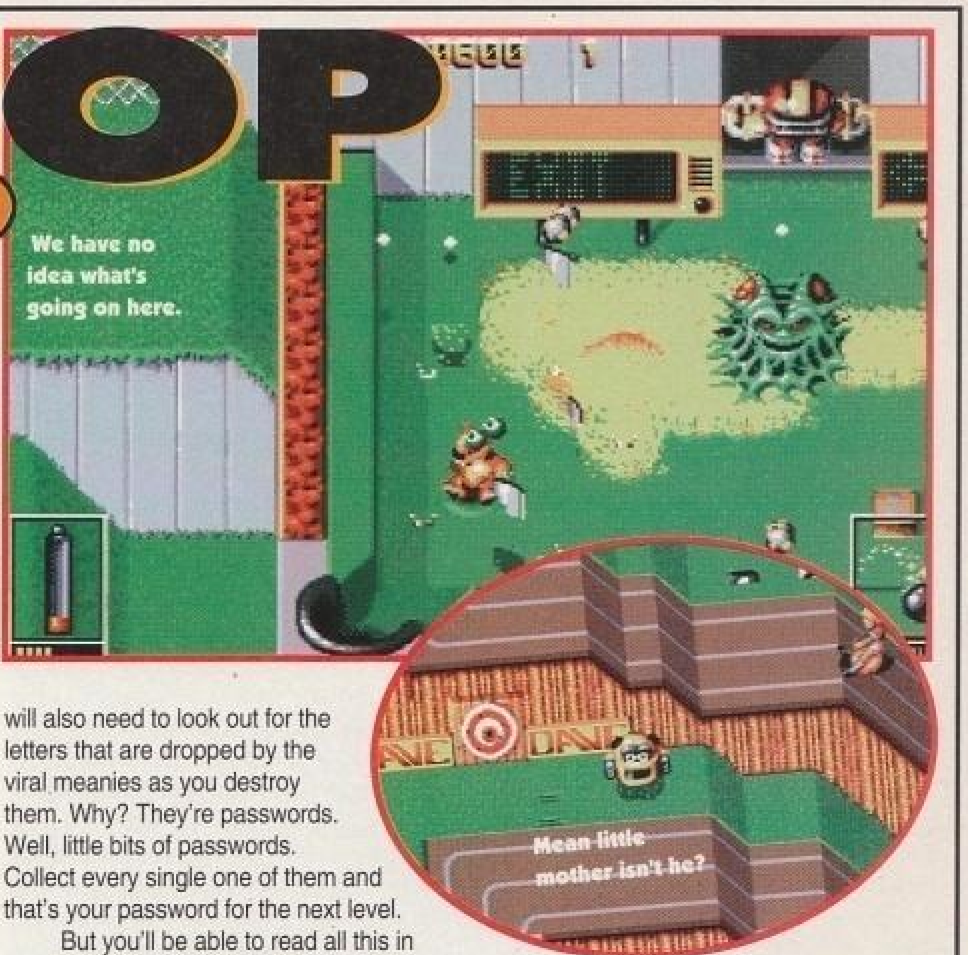
VIROCOP

AMIGA POWER PREVIEW

Another game with a snooker table in it.

Runs on: A500 & A1200
Publisher: Renegade/Time Warner
Authors: Graftgold
ETA: May


We have no idea what's going on here.

Mean little mother isn't he?

Meet Dave. The Robot. He's cute, he's bulbous, and he's shortly to feature in the latest emission from Graftgold, the programming heroes behind *Rainbow Islands, Uridium 2, Fire and Ice, Empire Soccer* and *Nipper* of AP coverdisk fame.

As a Virocop, you must zip around various levels, 15 normal game ones and 5 end of level meanie ones to be precise, destroying all the horrible viral like things that populate the level before you can move onto the next. Thankfully, perhaps because you're a 'cop', you're allowed to use weapons. You can hold three different types of weapons (you start with a gun, a lobbing bomb and a mine but can get different ones as you progress), using the space bar or second joystick button to switch between them.

As you can see from the screenshots the levels are multi-layered and go all over the place, and some are stupidly large. They are also completely free-ranging, meaning you can go about as you please and back off when things get too much for you. There's also plenty to collect, from little 0s and 1s to increase your score to battery packs that will, with any luck, restore enough power to get you through the rest of the level or until you can find another one, whichever happens first. You will also need to look out for the letters that are dropped by the viral meanies as you destroy them. Why? They're passwords. Well, little bits of passwords. Collect every single one of them and that's your password for the next level.

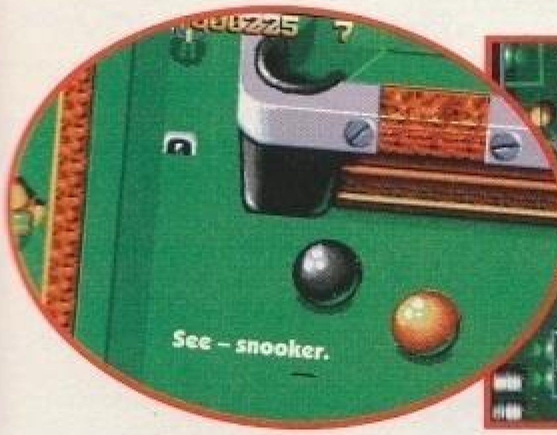
But you'll be able to read all this in the instructions. Sidestepping any technical details (just what are bitplanes?), I asked Graftgold's great leader, Andrew Braybrook, what *Virocop* will actually be like.

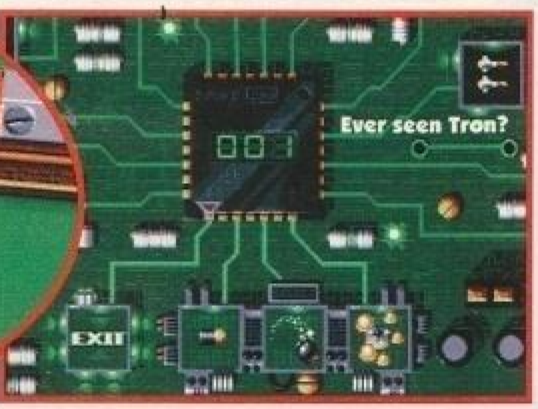
"In typical Graftgold style, there's plenty of attention to detail. I especially like the way that, when you destroy the tennis ball machines, the balls that were in the machine fall out as well. Oh, and the way that sometimes, there's one extra ball caught in the machine that might fly out and hit you out as you go past it." And – aarghh – he's right, too.

"We're also pleased how long *Virocop* will keep you playing. We didn't intend it to be that big, but in the end we reckon it will take about 2½ hours to get through it from start to finish." Andrew then starting talking about something called Fast RAM, so I left.

Most of the game is in place as I write this with only a few 'programming things' left to finish off. What this all means for you (and us) is a review in the next issue of AMIGA POWER and hopefully a smooth and exciting blaster of a game.

● ***PAUL MELLERICK***

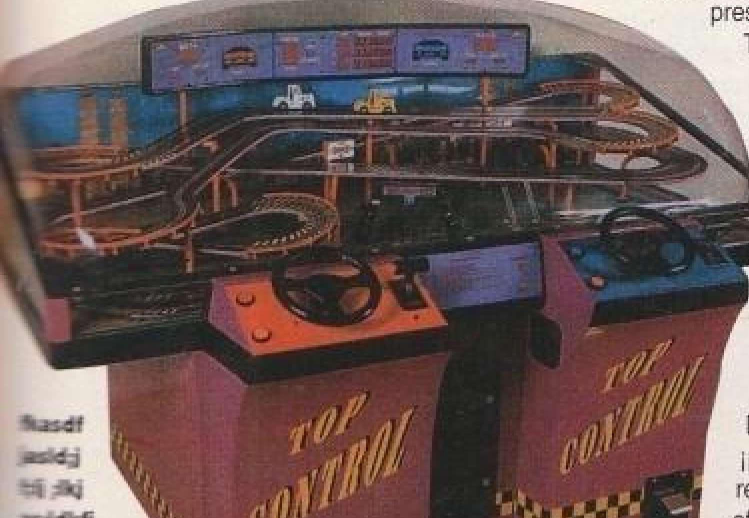

See – snooker.


Ever seen Tron?

NO, WAIT

An antidote to the current surplus of overhead-view driving games has been brought to our attention by AP reader Dave Green of London. It appears to be a coin-op version of the popular 1970s slot racing game Scalectrix, with steering wheels and foot pedals à la *Super Sprint*, and the track located beneath a glass top. But hang on. What are the steering wheels actually for? And what happens when one of the cars spins off the track? Do you have to call out an engineer to open up the machine and replace it in its groove?

Little elucidation is provided by makers Innovaciones Recreativas's press release: "The TOP CONTROL racing game make feel to you a genuine racing driver, challenging you to yourself, the ability to drive saving all the obstacles to be the number one. !!! DARE TO TRY IT ¡¡¡" We feel unable to recommend this form of entertainment to readers of AMIGA POWER.



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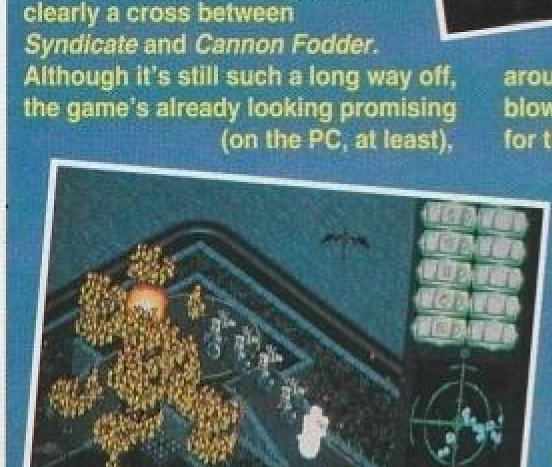
HORMONES

Lots of the best games are a cross between two other games. Except the only one we can think of at the moment is *Empire Soccer,* which is a cross between *Speedball 2 and Sensible Soccer.* In approximately a year's time, however, Mirage plan to release *The Adrenaline Factor,* which is clearly a cross between *Syndicate* and *Cannon Fodder.* Although it's still such a long way off, the game's already looking promising (on the PC, at least), with a little troupe of robots scurrying around an isometric landscape blowing things up. It's only planned for the CD32 at the moment, because the complex rendered scenery would fill up too many disks. Interestingly, Mirage actually hope to persuade us to call the game '*The Adrenalin(e) Factor*', although we aren't sure why. 'Adrenaline' is the name of a naturally-produced hormone, while 'Adrenalin' is a manufactured version of the same substance, and a registered trademark.



COLONIZATION

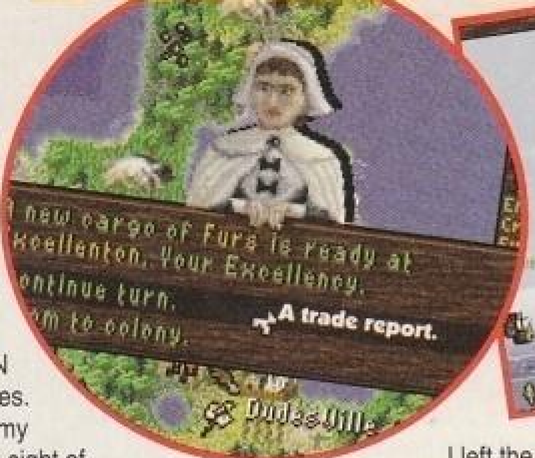
Runs on: A500, A600, A1200
Publisher: Microprose
Author: Sid Meier
ETA: June

Perhaps they'll call the A600 version 'Semi-colonization'.

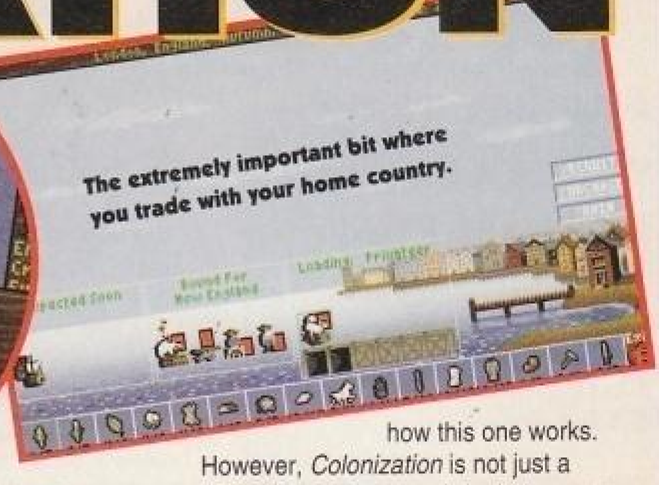
Computer trade shows are a Satan-spawned idea where hapless computer journalists are forced to spend large amounts of time with just the sort of be-suited and be-pencil-skirted people that they became computer journalists to avoid having to deal with in the first place. However, they do have their uses, for although I had the misfortune to attend one of those nightmares of the netherworld at the end of last year, it was there that I first saw *Colonization*.

But let me backtrack a bit and explain quickly that as the author of three of my particular all-time favourite games; the swashbucklingly strategic *Pirates!*, the steaming business-sim *Railroad Tycoon* and the awesomely ambitious *Civilization*, Sid Meier CAN DO NO WRONG in my eyes.

So you can imagine my delight as I caught my first sight of this, his new game, through the smoked glass windows of the sinisterly plush Microprose stand. I rushed inside. I looked harder. My heart stopped. A billowing wave of nausea coursed through my body. My head started pounding and my mouth became so dry that my tongue felt like a newly fluffed-up pillow that had been forced into my oral cavity. What caused me such distress? It was the sign that read: "PC only. The Amiga is dead. You'd be a fool to imagine that we'd ever consider doing this on the Amiga. 'Cos we won't."



A trade report.


The extremely important bit where you trade with your home country.

I left the show a crushed man. With all hopes for the future dashed. And a sour taste in my mouth.

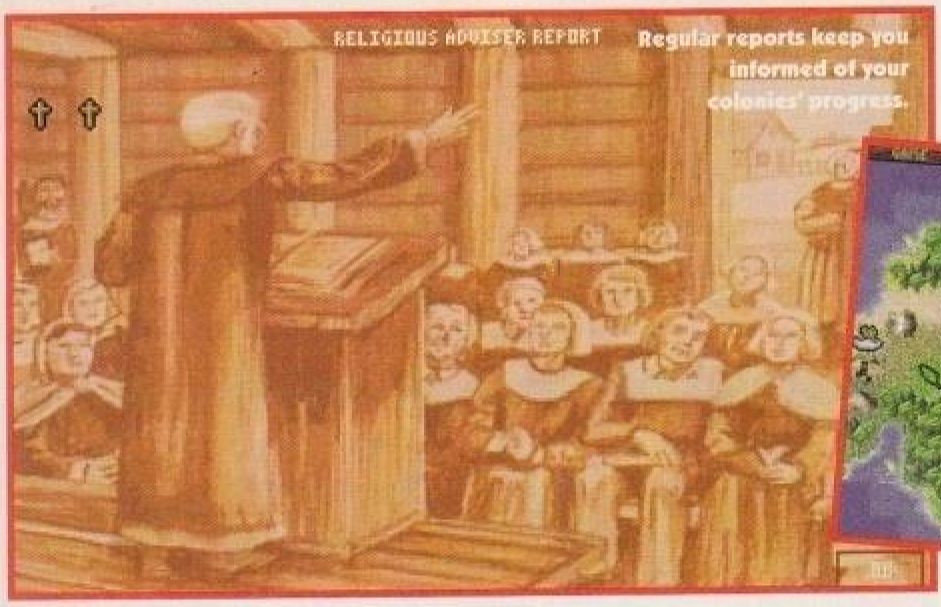
That was in November. Now, unexpectedly, and fittingly just as Spring has arrived, comes the exciting news that Microprose will in fact be releasing *Colonization* on the Amiga. What joy! I spent all of yesterday out of the office bounding innocently around the fields with new-born lambs, rolling carelessly about in banks of newly blooming daffodils and whistling songs of endless love with the birds.

Why does the prospect of *Colonization* – but on the Amiga excite me so much. Well, it's loosely similar to Sid's previous classic *Civilization* and anybody who's seen that game will have a fair idea of how this one works. However, *Colonization* is not just a sequel, nor even a cash-in, but a game that is different from *Civ* in a lot of ways.

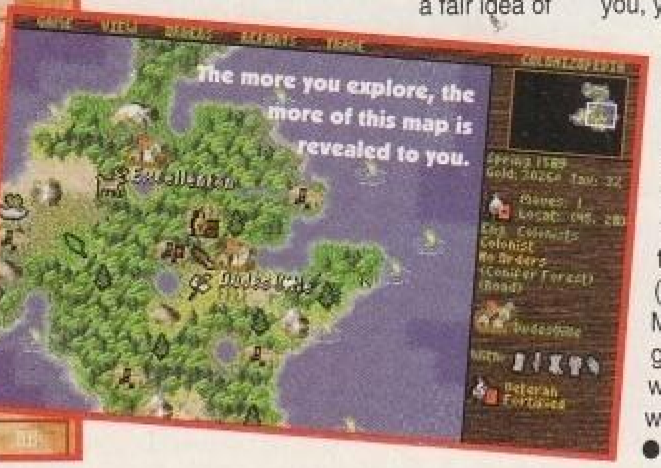
The basic idea is that you are one of the four major players in the colonization of the New World: Britain, France, Spain or the Netherlands. You start the game in a ship on a blank map. A couple of goes later you'll have sighted land and disembarked. Then you build a colony. As the colony grows you are able to manufacture military units (among many other things). These units then start to explore the blank map. You come across Native Americans and the other colonizers. You go to war with them or you make treaties with them. You settle other colonies. You trade with your home country, the other colonizers and the Native Americans. And you build more colonies. And then, at a point chosen by you, you declare yourself independent from your original country. Basically it's the story of how the USA came about.

There are a thousand more things to say about the game, but you'll have to wait for the review for that. Oh, and a word of warning. All these screen shots are from the (ggnnh) PC version. However Sid Meier has always concentrated on gameplay above graphics and I would imagine that the Amiga version will look pretty much the same.

● ***STEVE FARAGHER***



Regular reports keep you informed of your colonies' progress.


The more you explore, the more of this map is revealed to you.

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WANTED

Budding programmers frequently phone us up and ask us to name a game we'd like them to convert to the Amiga, to use on one of our coverdisks. And up until now we've suggested they try an arcade-perfect version of *Missile Command*. The challenge has still not been met, but we've changed our minds anyway. What we'd really, really like to see is an Amiga version of the fantastic two-player SNES puzzle game *Super Puyo Puyo* (also known as *Dr Robotnik's Mean Bean Machine* on the Mega Drive). We'd even pay money for one. It would have to be good, though, with finely-tuned controls and as much of the original's quirky Japaneseness as possible.

GIVE THANKS

July-December 1994 must seem like an awful long time ago now, but it has taken this long for our rivals to get around to releasing their official ABC circulation figures for that period. They read thus:

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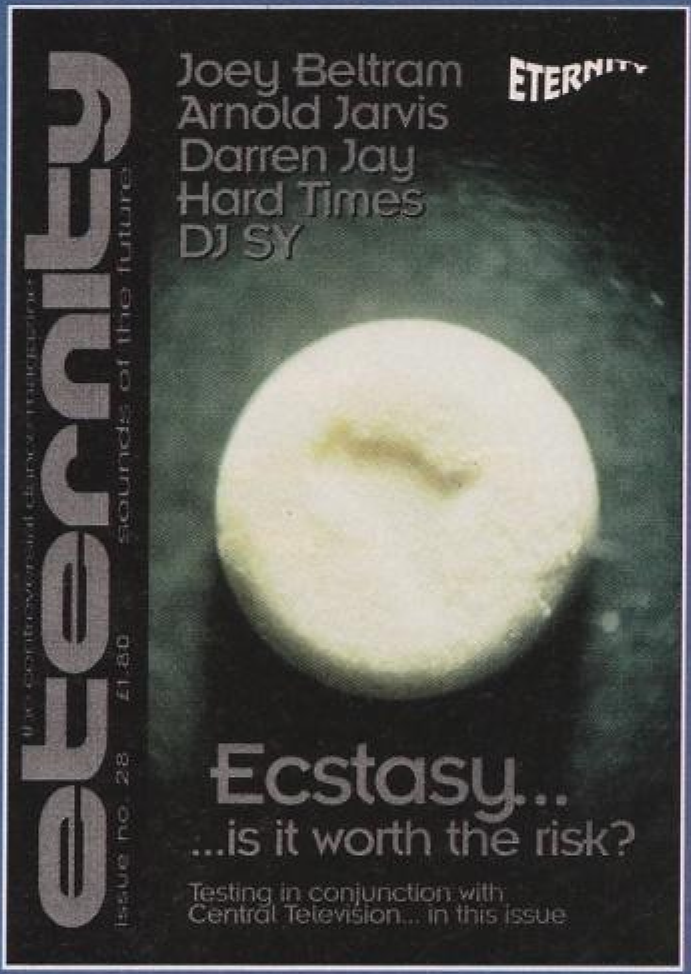

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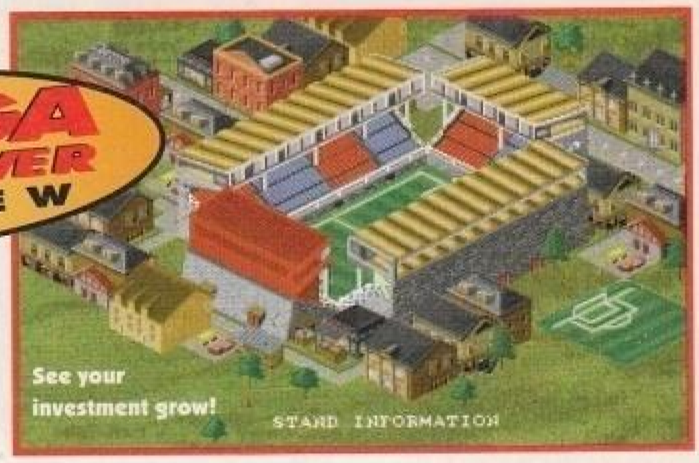
ULTIMATE SOCCER MANAGER

AMIGA POWER PREVIEW

It's looking a bit crowded out there, Brian.

Runs on: A500, A600, A1200
Publisher: Daze
Author: Impressions
ETA: April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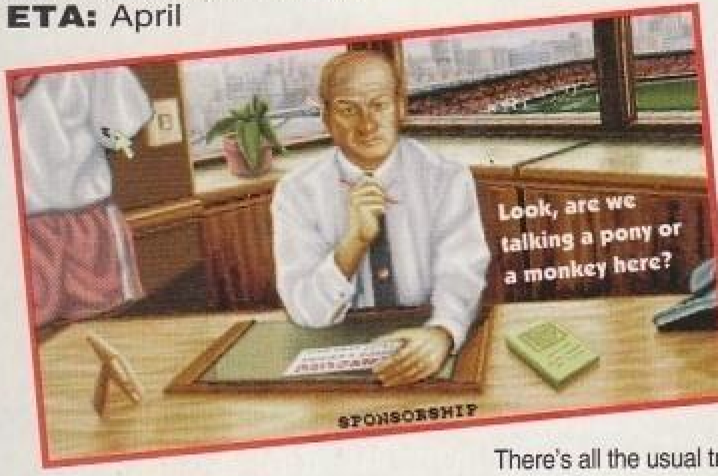

Look, are we talking a pony or a monkey here?

How to make an interesting Football Management Game – A guide. 1. Put football in it. 2. Add some management elements. 3. THINK OF A GIMMICK to make it stand out from all the others.

So, having read the bible of footy manny sims, what have Impressions done here? Let's take it point by point…
1. The football. All the teams from all the leagues. All editable.
2. The management. An overhead view of the match enables you to make decisions based on individual performances, so that's good. There's all the usual training options. There're scouting and transfer markets, injuries and match reports, press conferences and 'interaction' with players, coaches, agents and fans. In fact it's almost as if Impressions have worked their way through a list of all the options available in other footy manny games and made sure that they've got every one that's ever been seen before.
3. THE GIMMICK. Is, bizarrely, business management. You can control the finances of *USM* far more thoroughly than you can in any other football game I've ever seen. The options for ground development include building shops and restaurants; there's not just an isometric representation of the ground, but also of the surrounding neighbourhood; and as you build things they'll appear. But being a property developer isn't the only aspect of business you'll be embroiled in, there's also sponsorship, advertising, fast food, betting and, in an unprecedented move towards realism, the option to give and take 'bungs'.

Now at first I was a little cynical about this business sim side to the game – it all sounded a bit dull. But then I decided that it was a more accurate reflection of the modern manager's role and as such could be quite fun to get involved with. As a result I've also decided that I'm rather looking forward to *Ultimate Soccer Manager*.

● ***STEVE FARAGHER***

Batman Forever Judge Dredd
Doctor Who Star Trek: Voyage
r The Avengers Terry Pratche
t Waterworld Babylon 5 Red D
warf Aliens Blade Runner X-F
iles The Prisoner Blake's 7 St
r Wars Village of the Damned
Tank Girl Thunderbirds Deep S
pace Nine Clive Barker The Hi
chhiker's Guide to the Galaxy
Johnny Mnemonic Godzilla Ak
ra Spiderman Mission Imposs
ible Stargate Space:1999 Plan
et of the Apes Dune Lost in Sp
Future
Coming soon SFX

CRACKLE CRACKLE

Rich before the 'accident'.

"(Fiendish laugh) Everyone in the AP office thinks I'm just an innocent journalism student here on a work experience placement. None of them suspected for a minute that I'm actually an undercover operative, sent by a rival publisher to carry out SUBVERSIVE ESPIONAGE in order to tarnish the reputation of AMIGA POWER forever. After two weeks of 'working' here, I can exclusively reveal the DISTASTEFUL and UNCLEAN SECRETS which lie behind the mighty façade the magazine projects to the nation.

"Um… (nervous chuckle) however, due to certain mitigating circumstances, namely the proximity of the official AP Rusting Mediaeval Weaponry to certain parts of my anatomy, and to the evil and maniacal expressions currently upon the faces of the editorial staff wielding said implements, I find myself inclined to 'forget' about certain aspects of my stay. Like how Cam – THWACK! – erm… is a really great bloke, and isn't a gun-obsessed psychopath at all. Oh no. Nothing of the sort. No. I wouldn't even consider mentioning that most of the population of the office are work-shy I– THUD! – er… er… are consumate professionals, always hard at work and never, for example, sit around listening to loud music or firing handguns at – K'ching… BANG! – er… (cough) um… no, nothing bad to say about them… erm… at all… Excuse me, could you possibly sew my arm back on now, please? Hello? Hello? At least get me a bandage or something… An elastoplast then? Please?"

● ***RICHARD DOIDGE***

HOW MUCH?

From next month, AMIGA POWER will cost £4.25 an issue – 26p more than it does now, and an outrageous 30p more than it did last month. We're as appalled as you, and point the finger firmly at the greedy global megacorporation which now manipulates us. Not only must we create the world's most important Amiga games magazine each month, we are told, but we must also generate fat profits to fill the pockets of our sinister paymasters. We labour on, however, and must hope that you are still able to afford to read us.

PINBALL GAME

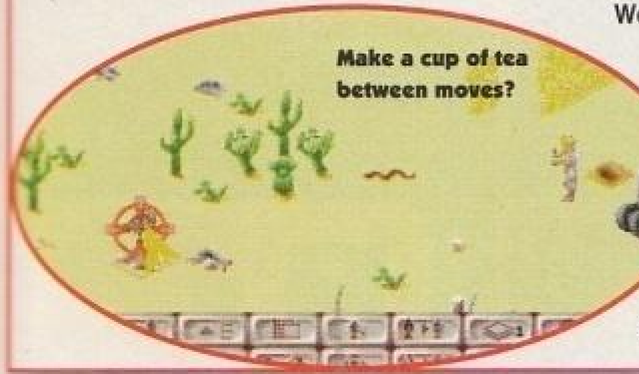
The pinball crown has been held by 21st Century for so long that everyone's pretty much assumed they've got it ad finitum. The last pinball game we can think of that wasn't by 21st Century was *Ultimate Pinball Quest*, politely dismissed by JD back in AP39. Even without competition, 21st Century upped the stakes by including multiball and high-res options in *Pinball Illusions* (AP43, 89%) and presumably even as we write this are sitting back, satisfied with a job well done and a monopoly on all things pertaining to Amigas and steel balls.

But hang on. Not only is *Obsession* on the way (see pages 26 and 27), but Arcane are claiming to have an *Illusions*-busting Pinball engine that's going to whup *Illusions* without even bothering to use the extra credits. There aren't any piccies because the programmer's only recently sent the game to Arcane, who are (quite correctly) embarrassed by the half-assed Trekkie theme of the table, so the plan is to sort out all the options and then do a total number on making it look all spangly and cool.

So this one's got a full screen high-res mode, multiball and subgames that come up on the scoreboard, just like *Illusions* in fact. However, unlike *Illusions*, it's also got a split-screen low-res mode to keep track of all the balls. This goes up to 3 different sections and to tell you the truth, it made our eyes hurt.

As well as being impressively fast and flowing and having animation on the actual balls, there'll also be magnetic sections to alter the track of the ball, new buffers, new targets and that sort of thing. Arcane claim it's going to be brill, but then again, they would, wouldn't they? We'll keep you posted on development, but all we can say at the moment is that everything (other than the Trekkie motif) is looking well on track.

UFO 500


Make a cup of tea between moves?

We'll be reviewing an A500 version of Microprose's *UFO* (A1200 version, AP43 85%) next month. Given how long the A1200 takes to calculate the enemy's movements, it should at least be interesting.

IN THE STYLE OF...

About 75% of the In The Style Of... entries this month were sent in by people who obviously have a limited grasp of English. You see, the whole point of In The Style Of... is that you send in pictures which are of something IN THE STYLE OF something else. Anyone who sends in a picture which is just a straight sketch of a game will be subjected to slow and painful execution at the hands of sadistic children's TV presenters.

Anyway, this month's fish amidst a sea of rotting algae is Iain Wilson from Nottingham for his entry, *Skidmarks* In The Style Of *The Clue*. We decided to award him 4/10, which, via a series complex mathematical equations, means he gets £80 worth of games. However, we decided that his entry would have been much funnier had he called it something like "*Skidmarks* In The Style of Birmingham", and so his prize is reduced to just £40 of software.

Mark In The Style Of entries with your name and address and send them to:

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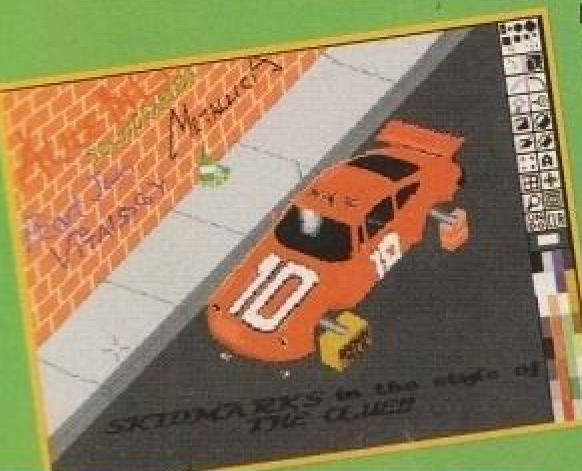
Bath BA1 2BW.


SKIDMARKS in the style of THE CLUE

TOP TWENTY CHARTS

1. SENSIBLE WORLD OF SOCCER
Renegade £30 ★★★★★
2. ON THE BALL: LEAGUE EDITION
Ascon £30 ★★★
3. BEAU-JOLLY COMPILATION
Beau-Jolly £35 ★★★★
4. PREMIER MANAGER 3
Gremlin £26 ★★★★
5. THEME PARK
Bullfrog £30 ★★★★
6. FIFA INTERNATIONAL SOCCER
Electronic Arts £30 ★★★
7. PGA EUROPEAN TOUR
Ocean £30 ★★★★★
8. CHAMPIONSHIP MANAGER ITALIA '95
Domark £25 ★★★★
9. MORTAL KOMBAT 2
Acclaim £30 ★★★
10. JUNGLE STRIKE
Ocean £28 ★★★★
11. ALL TERRAIN RACING
Team 17 £26 ★★
12. DEATH MASK
Alternative £26 ★★★
13. LUCASARTS CLASSIC COLLECTION
Kixx £30 ★★★★★
14. COMBAT CLASSICS 3
Empire £35 ★★★★
15. CHAMPIONSHIP MANAGER '93
Domark £26 ★★★★
16. FOOTBALL GLORY
Black Legend £28 ★★★
17. TERMINATOR 2 – THE ARCADE GAME
Virgin £26 ★★
18. CANNON FODDER 2
Virgin £30 ★★★★★
19. CAMPAIGN
Empire £25 ★★★
20. SKIDMARKS
Acid Software £25 ★★★★

TOP FIVE BUDGET CHARTS

1. SHADOW FIGHTER *(Eh? – Ed)*
Gremlin £30 ★★★★★
2. PREMIER MANAGER 3 EDITOR
Gremlin £15 ★★★
3. KINGPIN
Team 17 £13 ★★
4. BATMAN RETURNS
Gametek £14 ★★
5. MONKEY ISLAND 2
Kixx £17 ★★★★★

TOP FIVE CD32 CHARTS

1. KINGPIN
Team 17 £13 ★★
2. JUNGLE STRIKE
Ocean £28 ★★★★
3. PGA EUROPEAN TOUR
Ocean £30 ★★★★★
4. MICROCOSM
Psygnosis £45 ★
5. LIBERATION
Mindscape £30 ★★★★★

The charts are © ELSPA

A KANGAROO COURT SPECIAL REPORT

LEST WE FORGET

Have you ever been suddenly unable to recall what a floppy disk looks like? Probably not, thanks to the cunning design of many of today's games...

It was terrible in the old days. You'd have slain the dwarven armies of Golroth'k, battled across the plains of Hok-Holraxxin, and made your way to the shores of the Sea Of Uncertain Despair. Suddenly, a ferocious three-headed serpent would rise from the sea, let forth a terrible cry, and advance towards you. Edging backwards up the beach, you'd find yourself pressed up against the cliff behind you, with nowhere to escape to and the foul beast's breath beginning to sting your eyes. Only your trusty Sword of Golroth could save you now. But before the action could continue, a discreet message would appear in the corner of the screen asking you to insert disk two.

You'd be thrown into confusion.

"Disk 2? What is this word 'disk'? It seems I have become so immersed in the game's carefully-crafted atmosphere, its loving depiction of a strange and distant land, that I have completely lost the ability to cope with 20th Century concepts, a problem compounded by my evidently limited intelligence. If only it would illustrate its request in some way, perhaps turning the whole screen black as it does so and then keeping me updated on its progress in intricate technical detail before lurching abruptly back to the shores of the Sea Of Uncertain Despair and expecting me to re-suspend my sense of disbelief and carry on as if nothing had happened."

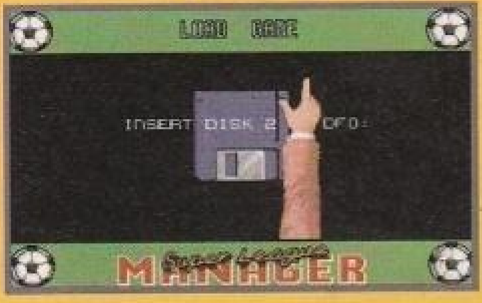
Progress is a wonderful thing.

SUPER LEAGUE MANAGER

(Audiogenic)

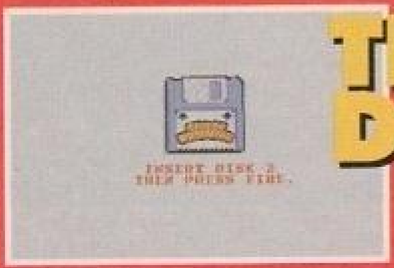
Super League Manager does everything in its power to allow you to believe you're a real football manager. The crude menu system of most footy manny games is replaced by a delightful representation of the desk in your office, and the meaningless statistics are swept away by to be replaced by more human text descriptions. We could almost forget we are playing a computer game altogether – which is perhaps why we are shown this picture of a disk at the appropriate moments. It is a little small, but a disk nevertheless.

4/10



INSERT DISK 2 DF0:

THE CRASH DUMMIES


INSERT DISK 2
THEN PRESS FIRE.

(Virgin)

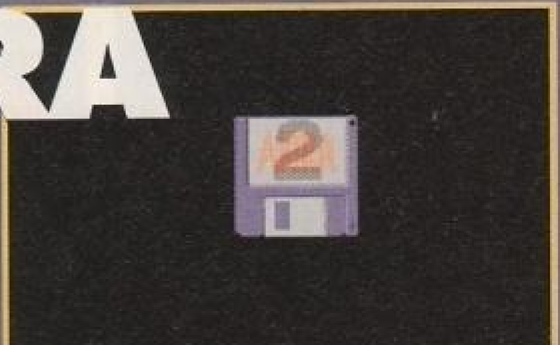
The crash dummies are cartoon characters, so it is good to see that, when the screen clears and a picture of a disk appears, it too is drawn in a cartoon style. We can therefore forgive the omission of the write-protect tab, particularly in view of the pair of arrows reminding us which way round the disk is to be inserted.

5/10

AKIRA

(ICE)

We are battling against *Akira*'s crudely-drawn graphics, really trying to believe we're being chased around post-apocalyptic neo-Tokyo by the agents of a sinister corporation, when the screen goes black and this picture of a disk appears. It is neatly drawn, and even allows us to re-associate the word 'Akira' with the name of a computer game, rather than the genetically-engineered superhero we were trying to pretend it was.



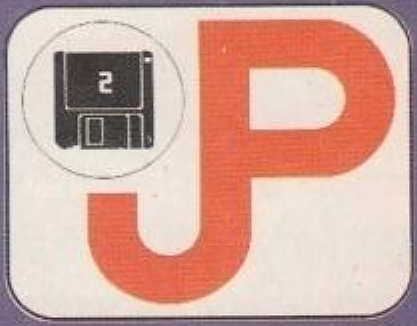
5/10

JURASSIC PARK

(Ocean)

Jurassic Park is a pretty accurate scene-by-scene adaptation of the blockbusting movie, so it follows that the disk-swapping should also be true to Spielberg's vision. You're sure to remember the part in the film where the T-Rex pauses in his terrifying pursuit of the jeep along the dark, rainswept road, the jungle disappears to be replaced by an expanse of whiteness, and a picture of a floppy disk appears (marked, of course, with the 'JP' logo).

7/10

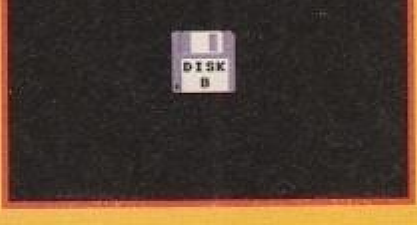


GRAND PRIX 500 2

(Silmarils)

Tch. They're just not trying.

1/10



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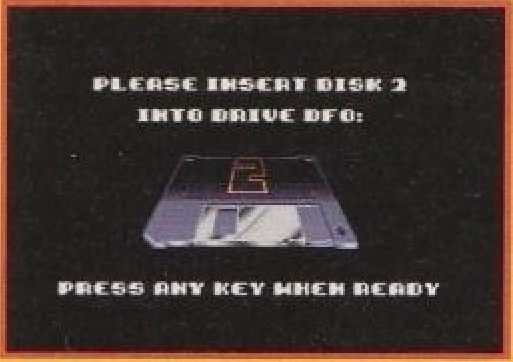


PLEASE INSERT DISK 2
INTO DRIVE DF0:

PRESS ANY KEY WHEN READY

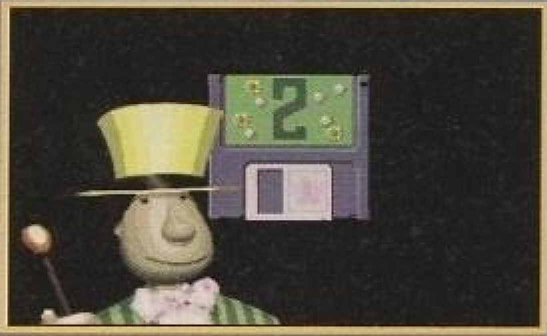
(Team 17)
Quite impressive, this one. While most disk-artists stick with a safe two-dimensional illustration, Team 17 have here taken a bold step into three dimensions.

The sliding shutter is perhaps a little too shiny for brushed aluminum, but the way that the blue plastic fades into darkness is a nice touch. And it is always good to be reminded of the Amiga DOS designation of our internal disk drive as "DF0:".

8/10

THEME PARK

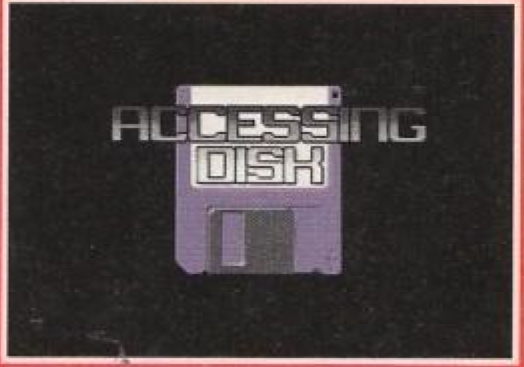
(Bullfrog)
Bullfrog seem almost embarrassed about this one. They try to brighten it up with a cheery picture of the advisor, and a pretty flowery pattern. But deep down, in their heart of hearts, they know that what we really want is to know what a disk looks like. And they reluctantly show us.
3/10



PROJECT X

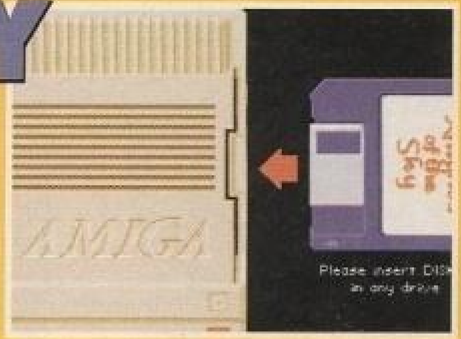
(Team 17)
No messing about here. Everything's spot-on, down to the little arrow in the corner, the write-protect tab and even the way shading is used on the complicated bits around the shutter to give a sense of depth. All that lets it down is the grey colour used for the aluminium – it's just a little too dark. The "ACCESSING DISK" message eradicates any lingering doubt, however.

9/10



ACCESSING
DISK

KNIGHTS OF THE SKY



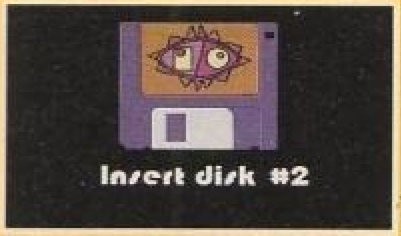
Please insert DIS
in any drive

(US Gold)
Fantastic. You're wafted gently back through the decades with an ingenious black-and-white movie-style introduction and some tinkly piano music until you could almost believe you really are a gallant Edwardian aviator. Then, inconveniently, disk 2 is needed. So – BLAM! – the screen clears and 1916 France is replaced by not only an accurate scale drawing of Disk 2, but half an Amiga as well, complete with power LEDs and cooling slats. There can be no mistaking what's required of you here.

10/10

FATMAN: THE CAPED CRUSADER

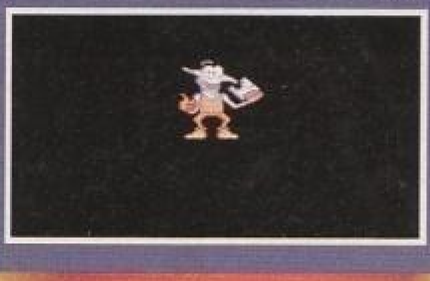
(Black Legend)
Here's a really bold one, with some curious satanic symbols on the label. The shutter is just a little too light in colour, however, and it's a shame they forgot the small engraved arrow at the bottom right.
7/10



Insert disk #2

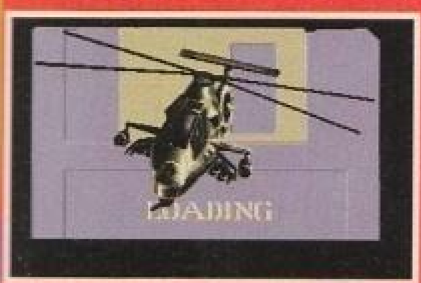
GOBLIINS 2

(Coktel Vision)
Hee hee. Those lovable Frenchmen. We quickly become immersed in the quirky world of those cheeky Gobliins, and chuckle heartily at their knockabout exploits. So it is a little surprising to learn that their innocent, technology-free world for some reason contains floppy disks, which they are happy to pose with between levels.
4/10



JUNGLE STRIKE

(Ocean)



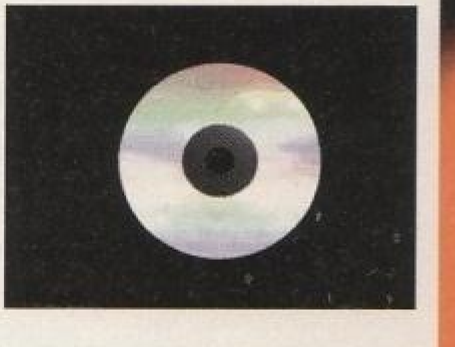
LOADING

Hmm. Not too sure about this. The drawing of the disk is superb, one of the boldest we've seen, enlarged until it spills of the screen giving an unparalleled view of the aluminium shutter. But they've been unable to discard the idea of helicopters entirely during this important moment, and the disk is a bit hidden. So we've often been thrown into confusion while playing *Jungle Strike*, and have inserted video cassettes and even potted plants into our disk drive by mistake.
5/10

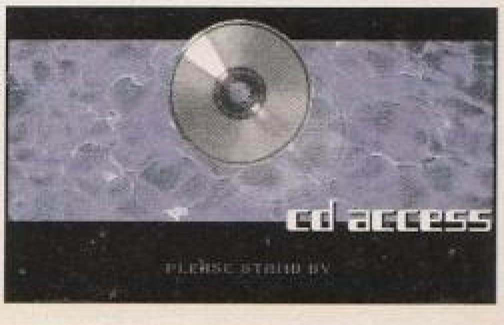
The Future Of Pictures Of Disks In Games

As technology **marches** onwards, soon there will be **no more disks.** They will be replaced by **glittering** silver CDs. **AMIGA POWER** has reflected this change with our special 'CD edition' this month, and **games** will have to too.

MICROCOSM
(Psygnosis)
The tension mounts **as a** sinister helicopter circles in the night sky, the subject of Psygnosis's much-trumpeted rendered **introduction.** Who are **the** shadowy figures who pilot it? What terrible task awaits us? Will we escape with our lives? Why has a picture of a Compact Disc suddenly **appeared on** the screen?



GUNSHIP 2000
(Microprose)
Spiriting up a sense of the military in **polygon** flight sims has always been tricky, so here Microprose **resort to** the old lots-of-badly-drawn-pictures-of-offices-and-personnel-with-a filing-cabinet-that-you-have-to-click-on-to-turn-off-the-music ploy. It's painful, but at least they're doing their best. Then, **in case** you **hadn't noticed** the yellow light flashing on your CD32, all this **is** suddenly replaced by a picture of a CD (tastefully shrouded in mist, mark you) and the words "CD Access". You can almost **smell** the cordite.



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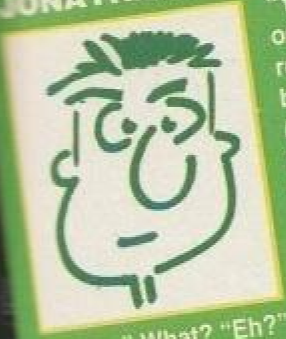
GAMES

WHO DREW WE THINK WE ARE?

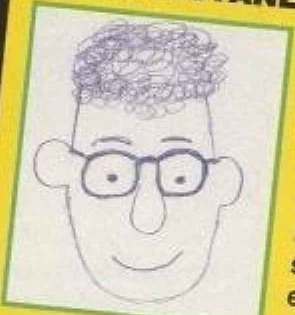
We actually bother to play games at AP, and review them HONESTLY and TRUTHFULLY. We won't tell you a game's great simply because that's what someone else has told us. And we ensure the best games are brought to your attention so that you may enjoy them as we do. But if we had to live on the same food for the rest of our lives, what would it be?

JONATHAN DAVIES



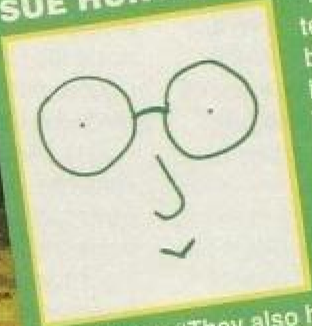
"You mean, if I had to choose one food to live on for the rest of my life, what would it be?" asked editor Jonathan (drawn this month by Rich Pelley) for the sake of clarity. His brow wrinkled, and he gazed out of the window, lost in thought. "Sorry? Food. Yes. Er, I've just eaten, thanks." What? "Eh?" He fell silent again, studying his fingernails intently. "Sorry, what was that? Which food would I choose? For the rest of my life? Um, custard doughnuts, I think. Ones that've been chilled for at least an hour. Then I... would..."

CAM WINSTANLEY



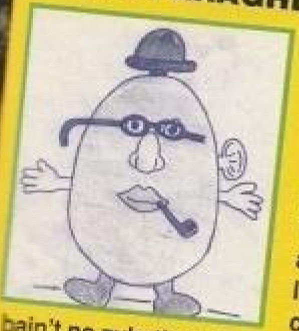
"Lasagne," said Cam (captured here for us by Sue Huntley). "What's more, given a lifetime's supply of lasagne, I would eat it all at once, in a feast spanning several weeks. I would enjoy this tremendously, and then, having gained enough body fat to last me for the rest of my life, I would sit in an armchair the size of Battersea power station and reminisce fondly about my pasta-and-bolognese frenzy. And belch."

SUE HUNTLEY



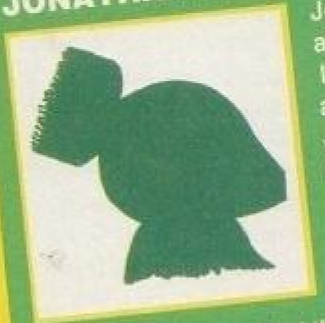
"I'd miss roast potatoes terribly," hissed Sue (drawn by Paul Mellerick). "But I'd have to choose avocados. Their soft, green flesh has no equal." Right, we thought, wondering how this could be elaborated upon to fill the remaining space. Fortunately, Sue continued: "They also have a variety of other uses. The hollowed-out skins make convenient shoes. And the hard pits can be hurled at dogs and cats who attempt to scavenge from one's dustbin. Apart from my dog, whom I love."

STEVE FARAGHER



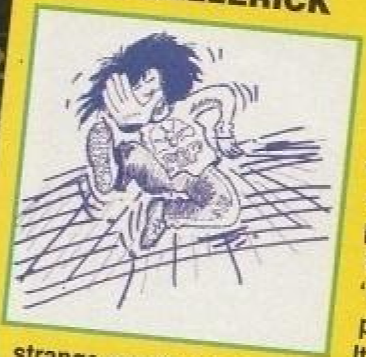
"Har haarr," said Steve (courtesy of Richard Doidge), still not having fully reverted from his role as Midshipman Baines in The Garden That Time Forgot despite his apparent return to normality last month. "Oi'd be choosin' praaaawns. There bain't no zubstitute for these zlippery little vullows." He held up a handful of live prawns and let them slither through his fingers, grinning broadly as we recoiled in disgust. "You don't be wan'in' to cook 'em, though," he added slyly. "For then they'd go pink, the colour of a lady's dress. Har haarr."

JONATHAN NASH



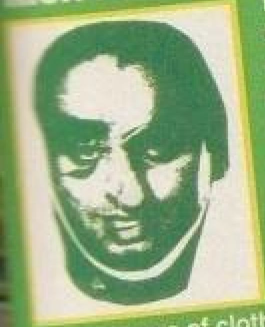
Jonathan's eyes darted about the room (his likeness partially captured at great personal risk by Jonathan Davies). "Sorry – food?" Incomprehending, and scenting a possible plot to uncover details of his past, he grabbed his coat and a handful of cartoon videos and fled through the door. We resisted the urge to discuss him in his absence, knowing that secretly this was exactly what he wanted us to do.

PAUL MELLERICK



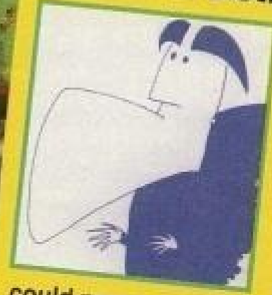
Paul (drawn by Cam Winstanley) ran his fingers through his long, for-some-reason-newly-dyed-black hair, answered four more phone calls from his friends, and said: "Chicken." Then his phone rang again. It's been a strange month, what with Steve's holiday in Scotland, and the curious sweets he brought back, and our special CD edition, and all the reviews falling through at the last minute as usual, and the clocks going forwards. Tch, eh?

RICH PELLEY



Rich (whom Steve Faragher has reinterpreted) now has to be contacted by telephone, having infiltrated PC Format on our behalf to test the waters. "TOFFEE CRISPS," he decided after some thought. "THEY'RE QUITE NICE. PHEW," he added. Rich has an odd habit of wearing up to twelve layers of clothing at a time, the order in which he puts them on being unrelated to popular convention – a short-sleeved T-shirt might go on over a jumper, or a vest over a cardigan. "THIS WAY I CAN ADD OR REMOVE LAYERS DEPENDING ON FLUCTUATIONS IN ATMOSPHERIC CONDITIONS," he explains. [illegible] perpetually looks overheated.

RICHARD DOIDGE



Appearing for one month only as part of his journalism course, Richard Doidge (illustrated here by Jonathan Nash) has adapted quickly to the ways of AMIGA POWER. "I'd select chocolate," he said, his voice growing mightier with each day that passed. "I could never grow tired of its smooth texture and cocoa-derived flavour. And now that I am one of you, I would require its high carbohydrate content to support me in my judgement of all creation, my upholding of what is good and true, and my smiting of the unworthy. It is chocolate that I would choose. Yes."

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather eat sprouts.

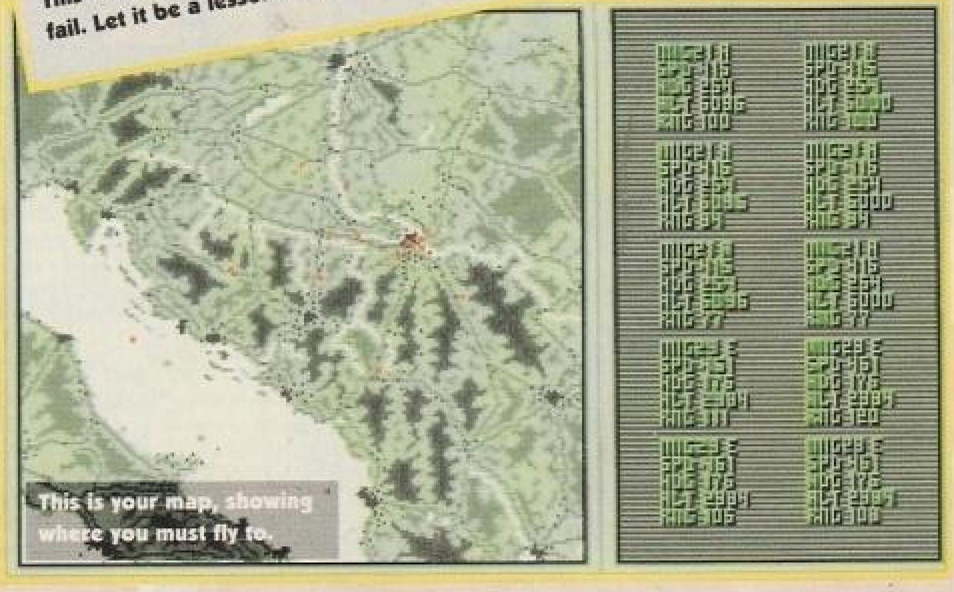
TFX

We don't know what it stands for either.

Runs on: A1200, A4000
Publisher: Ocean
Authors: DID
Price: £40
Release: TBA

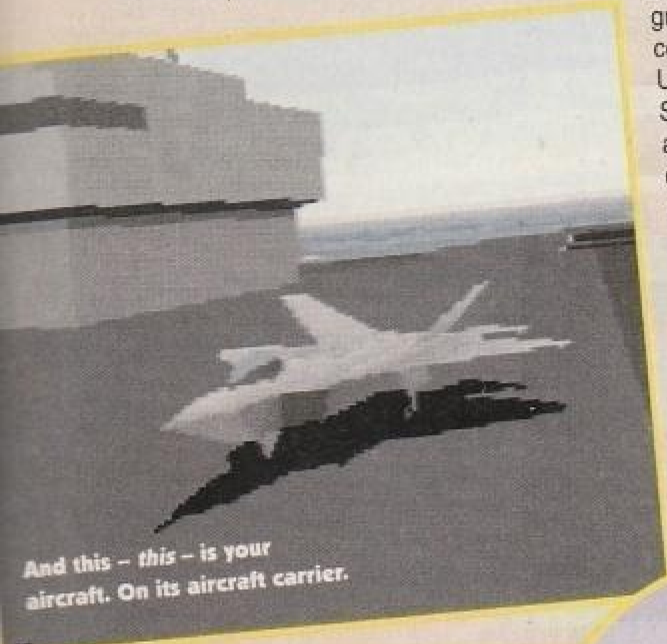
This month I visited Hell. And it wasn't how I was expecting it to be at all. I always imagined it would be a pub that only served expensive bottled lager. I'd be sitting at a table with a group of cigarette-smokers who were having a perpetual conversation about old children's television programmes. And on the stereo would be the Commitments playing soul songs slightly too slowly for the rest of eternity.

But in fact, Hell turns out to be playing *TFX* on an Amiga 1200 with no extra memory and only one disk drive. Before the game starts it is necessary to perform six disk swaps, most of which seem merely to generate a series of completely pointless pictures on the screen: outside the USAF Fighter Weapons School – grind, clunk, grind – inside the USAF Fighter Weapons School – grind, clunk, swap – slightly further inside the USAF Fighter Weapons School – grind, clunk, grind – inside your office inside the USAF Fighter Weapons School – grind, clunk, swap, grind – your desk inside the USAF Fighter Weapons School – grind, swap, grind, clunk – your commanding officer inside the USAF Fighter Weapons School – grind, grind – a close-up of your commanding officer inside the USAF Fighter Weapons School... Altogether, even allowing for the broken disk drive on the AP A1200 which meant I had to perform each disk swap with the aid of a fork, from switch-on to take-off it takes 10 minutes to 'scramble' your Eurofighter 2000 – just one minute short of the record held by US Gold's *World Cup USA '94*. In that time, in real life, your airbase would have been peppered with 1000lb runway denial weapons and your Eurofighter 2000 crushed by the remains of its own hardened shelter.



This is what happens if you fail. Let it be a lesson to you.

This is your map, showing where you must fly to.



And this – *this* – is your aircraft. On its aircraft carrier.

SPARROW

But that's not the end of it. Once in the air you'll discover that the graphics seem terribly dull compared with the PC pictures Ocean have been printing in their *TFX* adverts for the last year or so. So you'll summon up the options menu, push up the detail level and select 'Return to game'. But – oh no. Grind, clunk, grind... Two disk swaps and 30 seconds later you're back in the game and, although the game now looks lovely, the screen is updating only about once a second, making it impossible to do anything. So it's back to the options menu to switch everything off again and – aarghh – clunk, grind... two more disk swaps before dull, grey normality is restored.

And then, should you complete the first training mission (which, thanks to the sophistication of today's air-to-air missiles, is simply a case of pressing Return and Space and waiting for the MiG-21 to blow up), there's another five minutes of grinding and clunking before mission two appears.

HELLO SKY

TFX gives you three planes to fly, although it likes to decide for itself which one to give you for which missions.

It is cold when you're this high up.

EUROFIGHTER 2000

It might look rather like a 1970s Mirage, and have a dreadful name, but this is the future of air defence in Europe. It's being built by a consortium of German, British, Italian and Spanish companies (France having pulled out of the project), and is due to enter service in 1995. It flies at Mach 2, is packed with electronic bits and bobs, and is *TFX*'s middle-best plane.

LOCKHEED F-22 SUPERSTAR

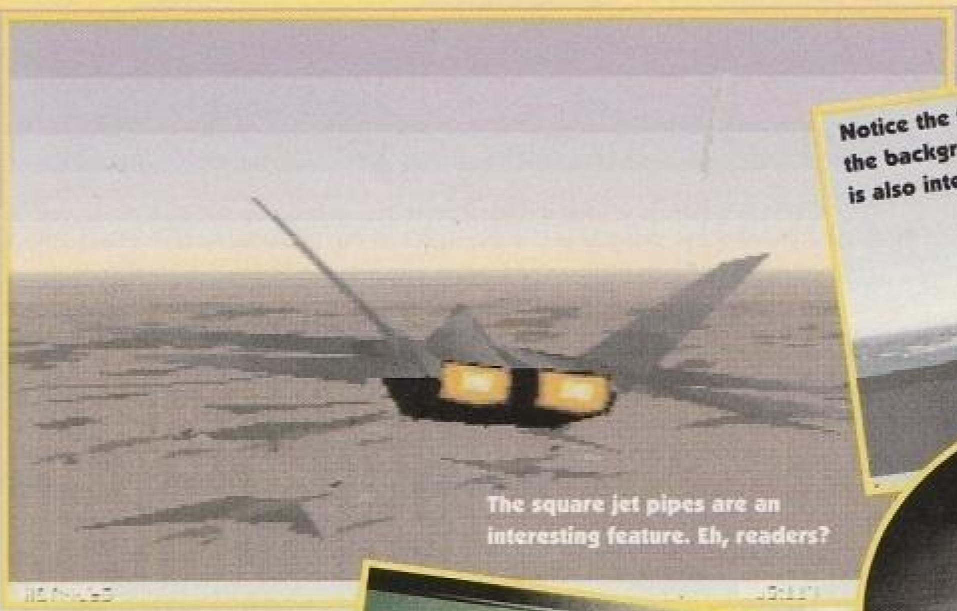
The best plane in the game is this one, which tends to be used for carrier-based operations. It's being developed for the US Air Force and Navy, and, as well as being visually pleasing and able to fly at Mach 2.3, is stealth-capable. This means it can sneak up on enemy fighters and launch missiles from its internal weapons bays, obviating the need for guns. (Although the game provides some for entertainment purposes.)

So wear a good, thick jumper.

And p'raps bring a blanket.

LOCKHEED F-117A

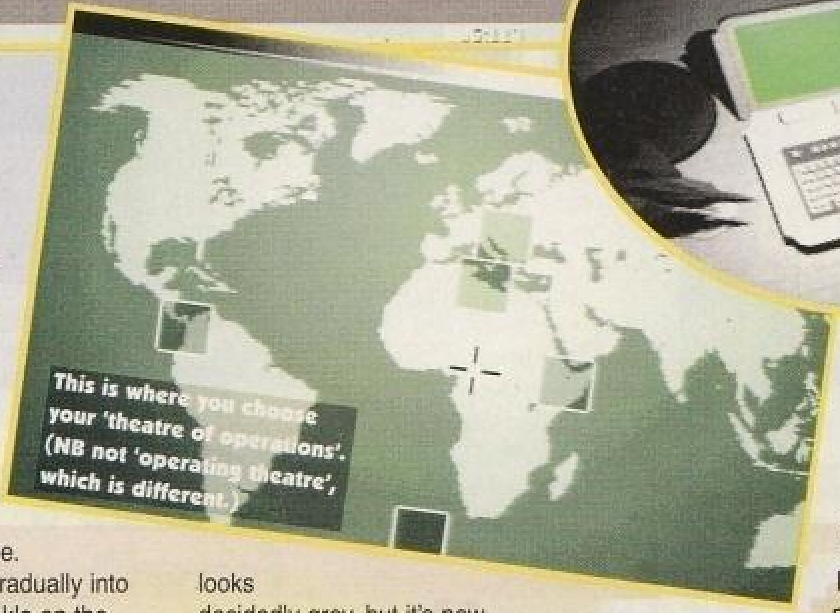
Referring to this aircraft as the Stealth Fighter is, of course, a mistake commonly made by the ignorant and ill-bred. For it is a ground attack aircraft, using its curious shape and special black paint to slip undetected beneath enemy radar cover and loft in the weapons hidden in its belly. It's a sub-sonic aircraft, but that isn't a problem because you don't want to be going too fast when you attack ground targets anyway. It is also the only aircraft in the game that is already in service.



The square jet pipes are an interesting feature. Eh, readers?

Notice the fleet in the background. It is also interesting.

This, however, is not interesting. It would be better removed.



This is where you choose your 'theatre of operations'. (NB not 'operating theatre', which is different.)

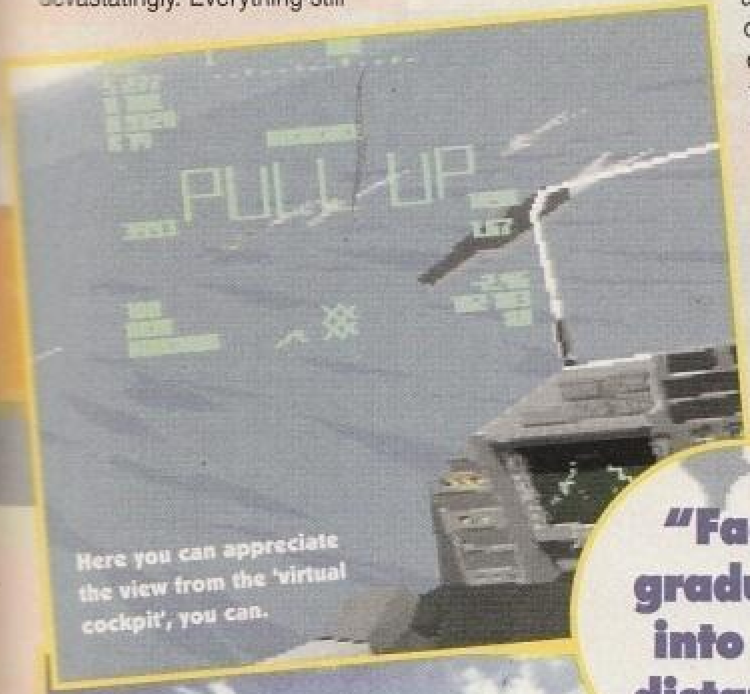
It was all too much, so I scooped up the pile of floppy disks and installed them onto a mighty Amiga 4000.

And suddenly I was in Heaven. *TFX* on an Amiga 4000 is an excellent game. The screen still doesn't update as smoothly as on a top-end PC, but you can stick all the detail options onto maximum and it's still perfectly playable. The landscape now fades gradually into the distance. City lights twinkle on the ground beneath you. Your plane has a logo texture-mapped onto its tail, and convincing-looking weapons dangling beneath its wings. Missiles whoosh away leaving a trail of smoke behind them. Your 'virtual cockpit' scrolls around usefully when you look to the left and right. Your radio crackles with messages denied to humble 1200-owners. Baddies explode devastatingly. Everything still looks decidedly grey, but it's now an authentic, atmospheric grey. And with disk swapping and accessing eliminated by the combination of more memory and a hard drive, it's now possible to play and appreciate *TFX* properly. (The pointless pictures still irritate, though.)

At its heart, *TFX* is a cold, ruthless simulation that makes few concessions to games players. After all, DID, who developed it, also design simulators for the world's airforces, and are a serious, straight-talking group of people. You can play it in an 'arcade' mode if you want, where you blow baddies up to score – gasp – 'points', and you can adjust the realism setting to eliminate things like crashes. But apart from that, *TFX* couldn't be further removed from the knockabout fun of something like *Knights of the Sky.* Your powerful jet engines send your plane just where you want it, and nail-biting aerial duels are more or less eliminated by missiles which shoot down planes so far away you can't even see them.

MAVERICK

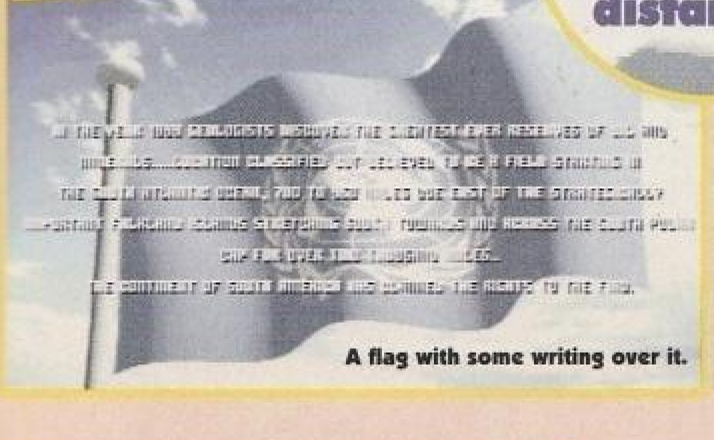
But that doesn't mean it's not fun – modern weaponry brings pleasures of its own. Experienced players will be able to juggle the various views to show enemy fighters lurching around in the sky to avoid missiles, desperately scattering flares and chaff. Laser-guided bombs are also fun, as I explain elsewhere. There's in-flight refuelling to experience, and carrier landings, and HARM radar-seeking missiles. Everything's been included. The only slight let-down is that you're always on your own, fighting a lonely, single-handed war, bereft of the company of the wingmen you get in *Dawn Patrol* or *Flight Of The Intruder*. But in a way that makes it all the more ➤



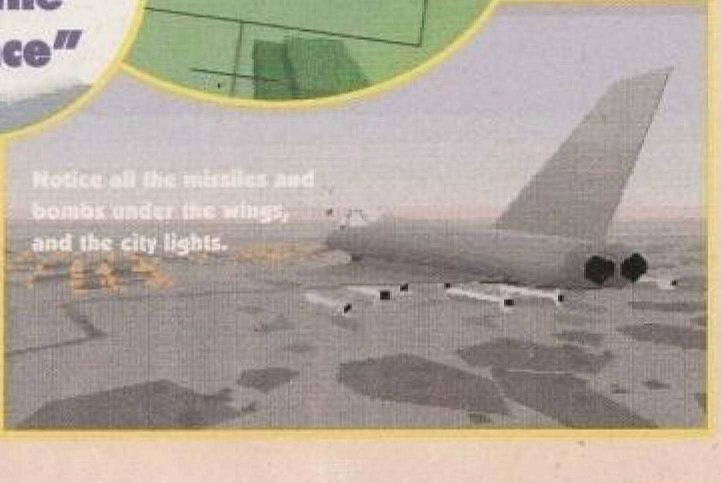
Here you can appreciate the view from the 'virtual cockpit', you can.

Sorry about this one.

"Fades gradually into the distance"



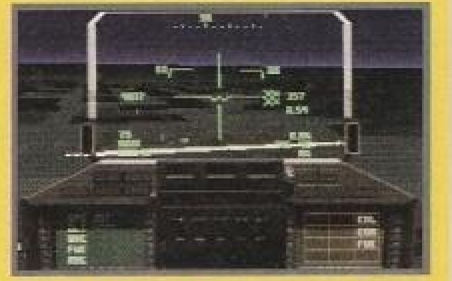
A flag with some writing over it.



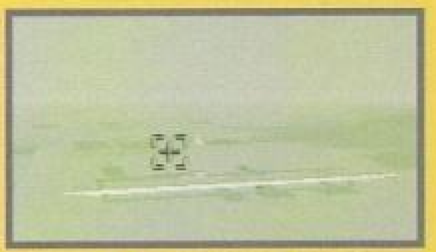
Notice all the missiles and bombs under the wings, and the city lights.

CERTAIN DEATH

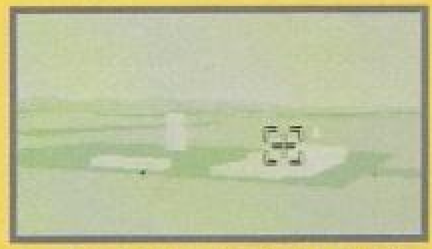
The sophistication of modern warfare makes failing to hit the target a thing of the past. Come with us as we launch a daring attack on a heavily-defended installation, and marvel at our bravery.



There's the place up ahead. They probably haven't spotted us yet, thanks to the stealth capabilities of our F-117A.

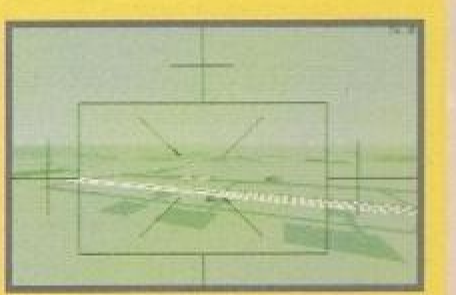


Flipping to the viewfinder of our laser guidance system, we begin to zoom in on the target.

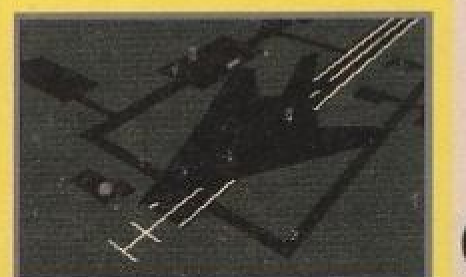


There it is. We'll aim for that big building with all the people running around it waving their arms. Lock on, wait for the right moment, and bombs away!

Flipping to weapons view allows us to ride the bomb to its target as it follows the laser beam from the guidance system.



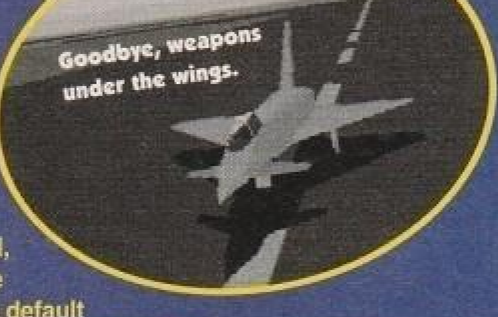
We can even cut to the missile's built-in camera, á la Gulf War, to... Hang on. Comically, this is own base.

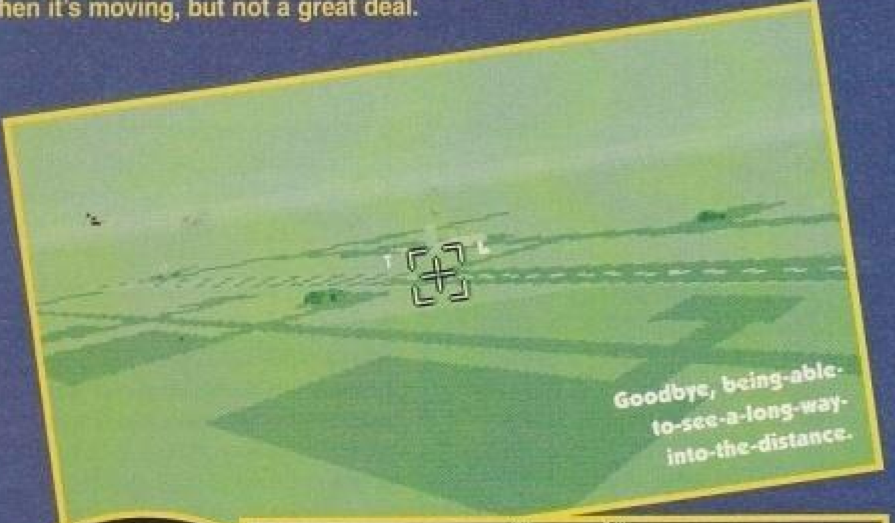


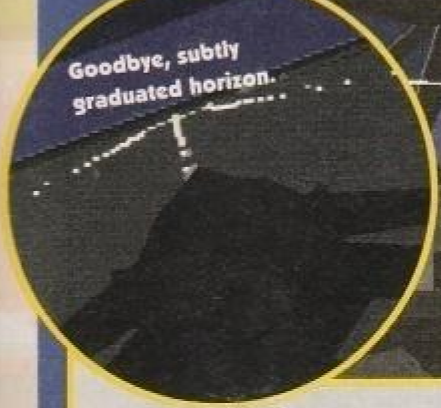
Phew. It missed.

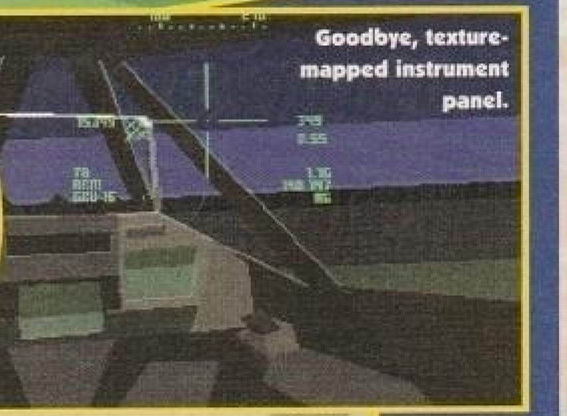
BEHOLD THE *REAL* TFX

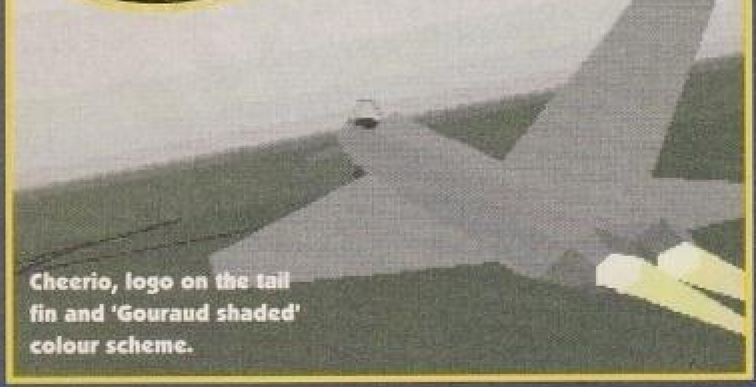
We've filled these pages with pictures of *TFX* running on an A4000, because it looks nicer that way, and appearances are important to us. You can achieve almost the same effect on an A1200 by turning all the detail levels up to maximum (only the texture mapping on the tail fin and instrument panel and the Gouraud shading are denied to you), but then the screen updates at approximately 1 frame per second, which is clearly useless. So here are some pictures of *TFX* running at the default setting on an A1200. Like all flight sims, it looks better when it's moving, but not a great deal.

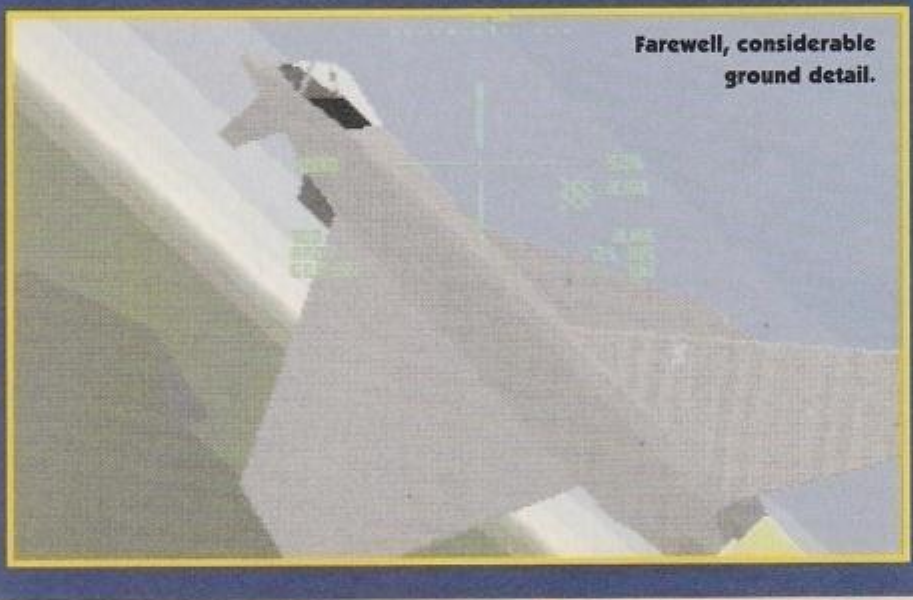

Goodbye, weapons under the wings.

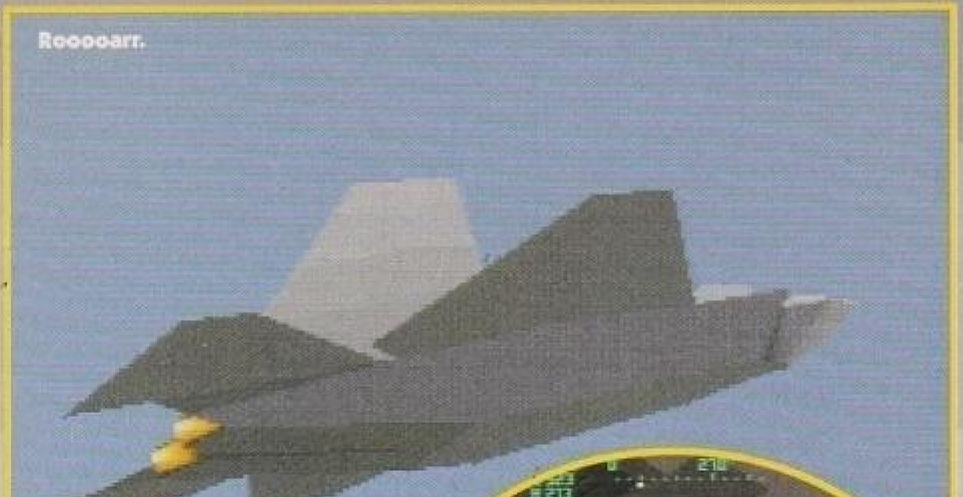

Goodbye, being-able-to-see-a-long-way-into-the-distance.

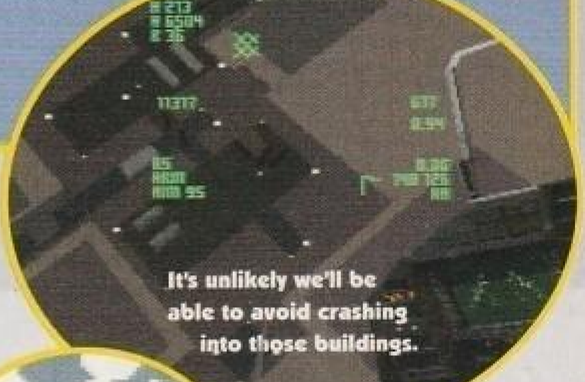

Goodbye, subtly graduated horizon.


Goodbye, texture-mapped instrument panel.


Cheerio, logo on the tail fin and 'Gouraud shaded' colour scheme.


Farewell, considerable ground detail.


Rooooarr.


It's unlikely we'll be able to avoid crashing into those buildings.

exciting when you see red dots closing from all sides on your radar.

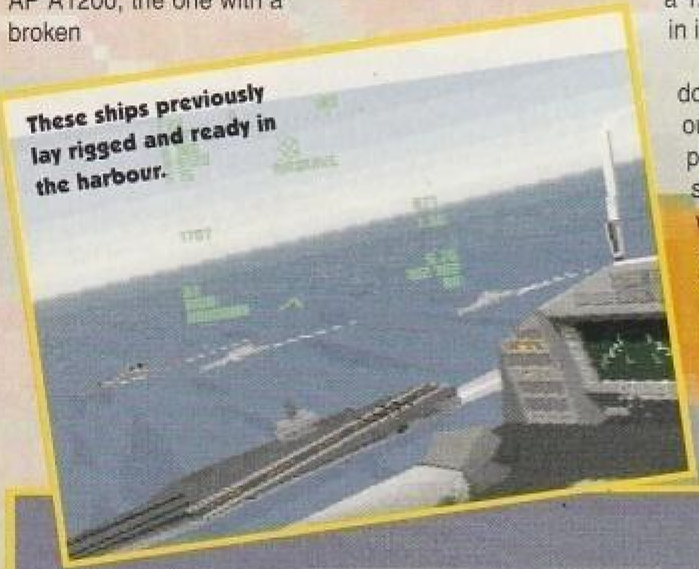
And the great graphics mean that *TFX* is one of those flight sims in which you can have a good time by just flying around looking at things, zooming low over cities and cruising among the fluffy, white clouds.

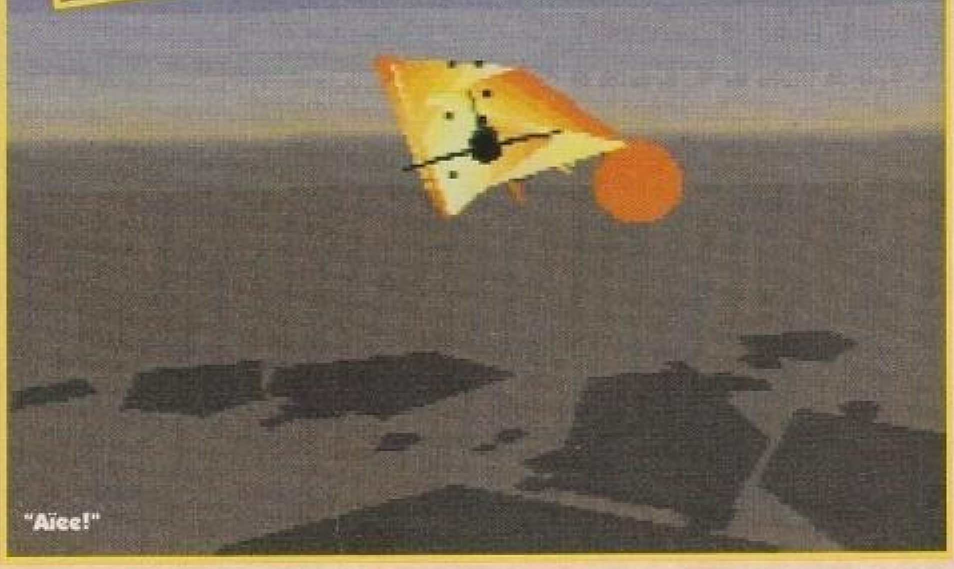
But then, annoyingly, Amiga Shopper noticed that their A4000 was missing, heard the mighty throbbing of its processors coming from next door, and came and asked for it back. It was therefore a return to the horrors of A1200 *TFX*.

Except this time, Cam had finished playing *Exile* so I was able use the other AP A1200, the one with a broken hard disk but two external drives and loads of extra memory. The disk swapping wasn't nearly so all-pervading this time, thanks to the extra drives, and the bigger memory meant that all the sound effects worked properly. And, while the graphics are still disappointing, and attacking ground targets can be a nightmare due to the way objects don't appear on the screen until you're really close to them, I decided that it is possible to play *TFX* on a 1200. You just can't revel in it in quite the same way.

You wouldn't mark down a Ferrari for being out of the reach of most people, or for having too small a boot. And you wouldn't penalise games like *Dynablaster* or *Super Skidmarks 2* for being boring to play on your own – they're simply not designed as one-player games. So I think, in an AP

> **"Wouldn't mark down a Ferrari"**


These ships previously lay rigged and ready in the harbour.


"Aiee!"

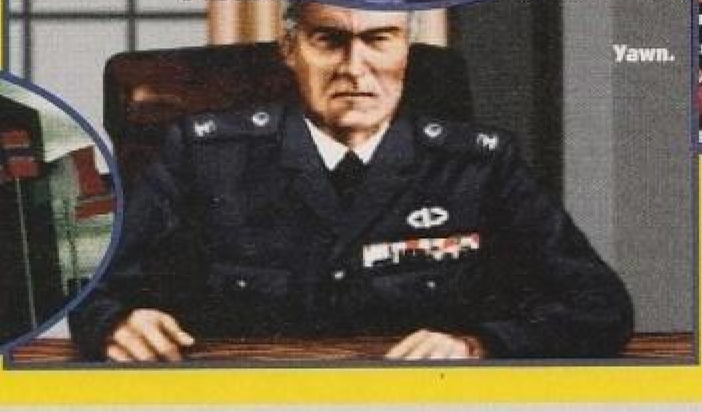
AND NOW, TIME FOR 'THE GALLERY'

If you're going to spend months lovingly creating a 3D polygon-filled environment, sacrificing detail for the sake of shape and movement, and asking the player to suspend his disbelief and use his imagination to fill in the spaces, why then completely shatter your carefully-crafted atmosphere by filling the screen with crudely-drawn stills between missions. All flight sims do it, presumably because all flight sims do it.

This is uninteresting.
TWENTY FOUR HOURS AGO, A SHIP STRUCK A MAGNETIC MINE
IN THE DISPUTED ZONE 500 MILES SOUTH EAST OF THE FALKLAND ISLANDS.

This isn't even remotely interesting.

Ho hum.


Yawn.

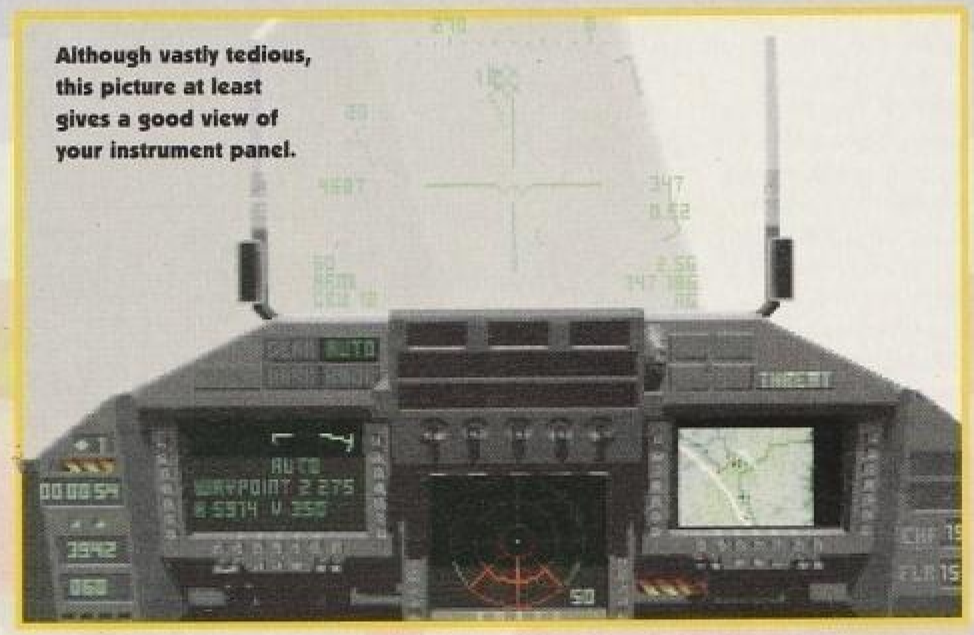
There aren't even any F-18s in the game.
...G WILL COMMENCE AT
...MER USN TRAINING BASE
...MIRAMAR

Or F-16s.
KNOCK IT OFF!
KNOCK IT OFF!

First, I'm going to give *TFX* an A4000 mark as well as an A1200 one.

On a bare-bones 1200, *TFX* just about works, but you'd be much better off with F-19 Stealth Fighter or something. On a 4000, *TFX* is one of the Amiga's best flight sims, and would be a fine purchase. The chances are, though, assuming we lost 500/600 owners about halfway through the second paragraph, you've got something in between – an A1200 with a few extra bits and pieces plugged in. So imagine a sort of sliding scale between the mediocre 1200 mark and the enormous 4000 one, adding on 3 percent for each extra floppy drive, 5 percent for a hard drive, 5 percent for some extra memory, 10 percent for an accelerator and so on. And sort of devise your own mark.

● *JONATHAN DAVIES*


Although vastly tedious, this picture at least gives a good view of your instrument panel.

A4000

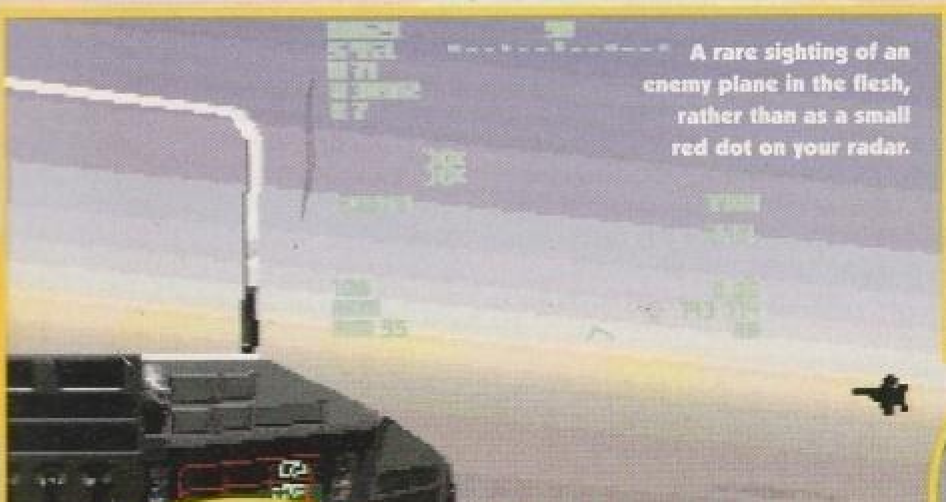
UPPERS The most sophisticated-looking flight sim on the Amiga, with a strong sense of 'actually being there'. The cutting-edge technology aspect is entertaining, especially the laser-guided bombs. It's got Herculeses in it.

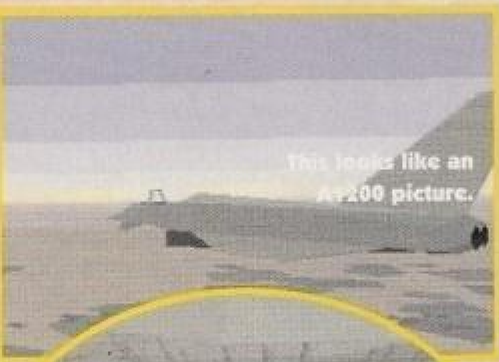
DOWNERS Annoying between-mission pictures which don't help to create an involving storyline. Jerkier updating than you'd expect on such a powerful machine. You feel rather detached from the action sitting in your electronic cockpit, which, combined with the lack of true dogfighting action, means it can get a little dull in the long term.

THE BOTTOM LINE

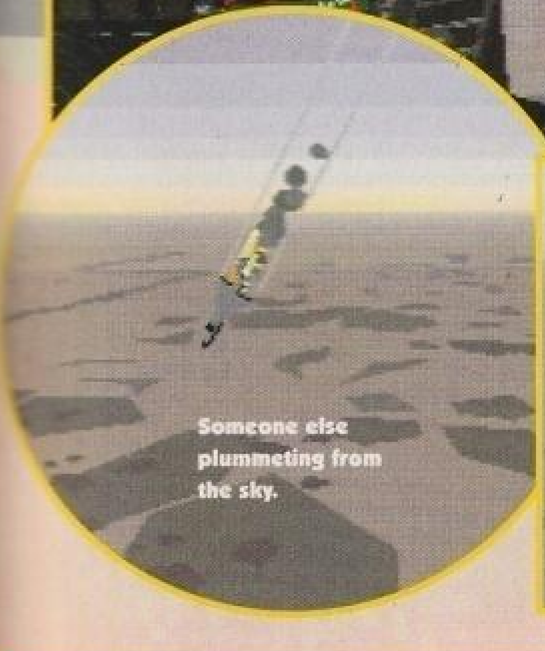
It's so busy being an accurate simulator that sometimes it forgets it's meant to be fun as well. But otherwise, *TFX* is a great accomplishment – an attractive, well-rounded and absorbing game that we like.

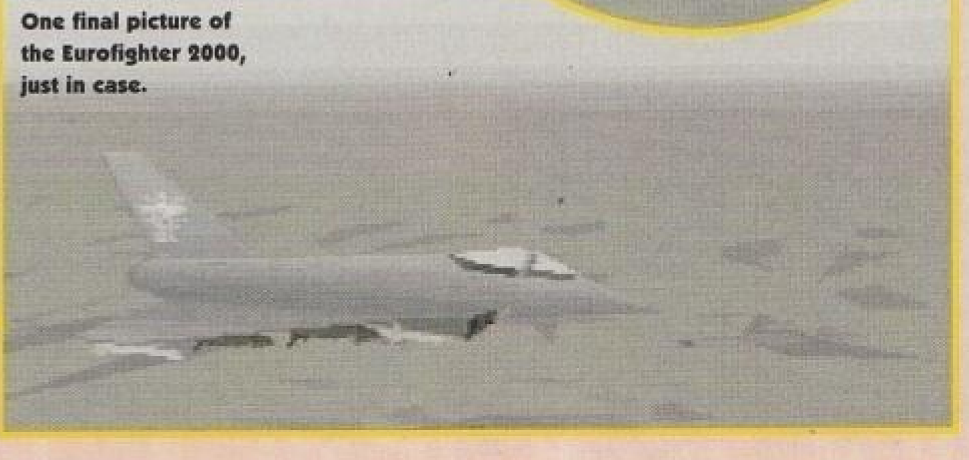
85 PERCENT


A rare sighting of an enemy plane in the flesh, rather than as a small red dot on your radar.


This looks like an A1200 picture.

Aw, 'chute'.


Someone else plummeting from the sky.


One final picture of the Eurofighter 2000, just in case.

A1200

UPPERS Plenty of futuristic weaponry. The usual range of scenarios. More or less playable.

DOWNERS Horribly compromised graphics. Nightmarish disk-related horrors, aggravated by the pointless pictures. Hardly any sound.

THE BOTTOM LINE

Well, it's here. But it can't hide the fact that it's a game designed for more expensive machines that's been cut down to fit onto the Amiga, rather than a game developed with the Amiga in mind.

62 PERCENT

MANCHESTE THE DOUBLE

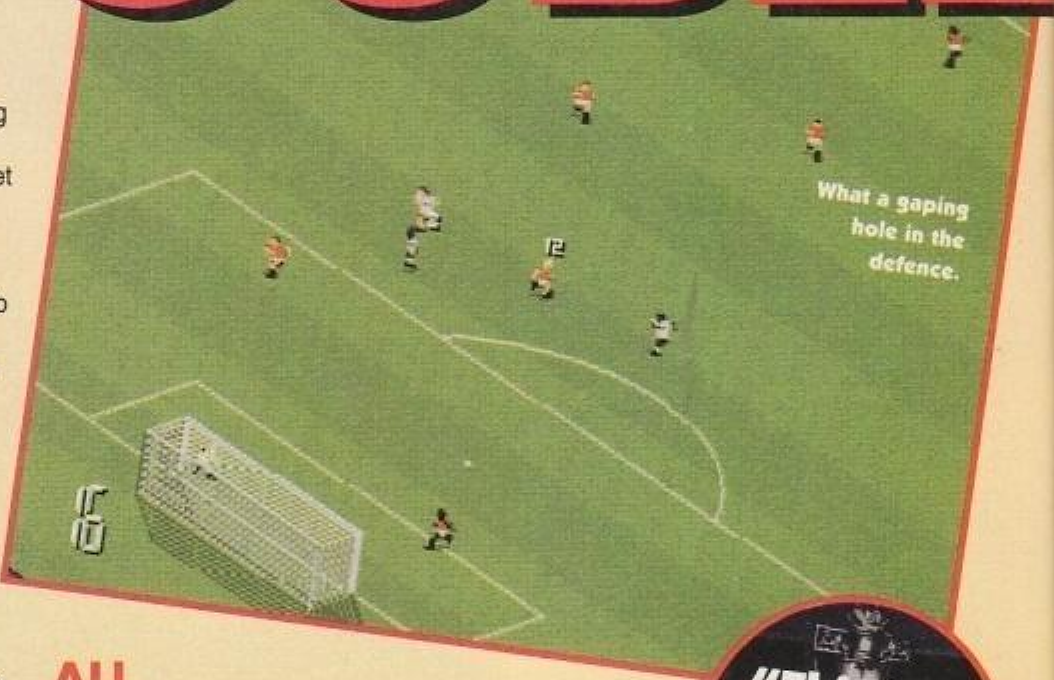
Loads of good bits ruined by one big bad bit. Shame!

Runs on: A500, A600, A1200
Publisher: Krisalis
Authors: In-house
Price: £30
Release: April/May

Cheating. It's not big, it's not clever and you certainly won't prosper by doing it. Unless of course we're talking about computer games. You see in the world of games, cheating can sometimes make you big, sometimes requires you to be clever (and sometimes not) and if you get the right cheat you will definitely find things moving in your favour.

Take football games for instance. Get yourself some serious money in a management game and you're laughing all the way to the top of the division (hopefully). Or maybe even find a cheat to make all your players great or a special way to score a goal every time in a more arcadey game and you can then wipe the floor with everyone. But what if you could do all this without cheating?

Last month we reviewed the *Premier Manager 3 Editor,* which basically allowed you to alter any detail in the game to your own requirements – some people even thought having Bath City in the Premier league was funny. Well, now Krisalis have added the same sort of editor to their Manchester United game. This time around called *Manchester United: The Double* (remember last season?). They've also added some other new bits and pieces but we'll be concentrating on the editor to start with. If you don't mind.



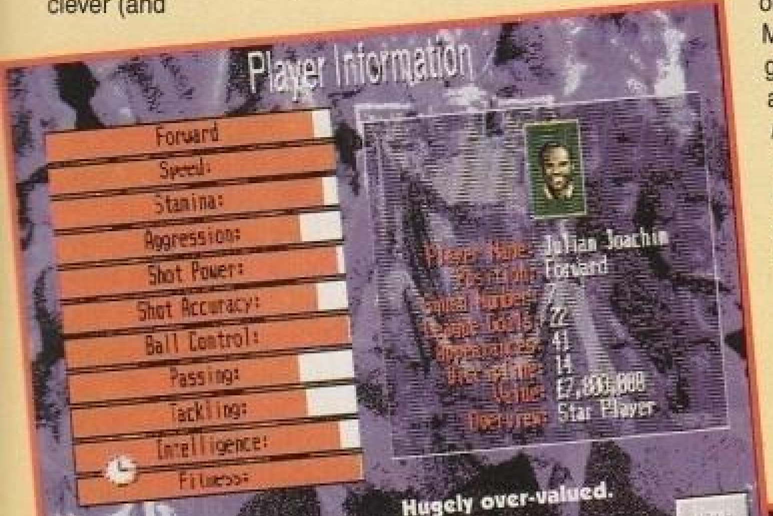
What a gaping hole in the defence.

"Think of every aspect"

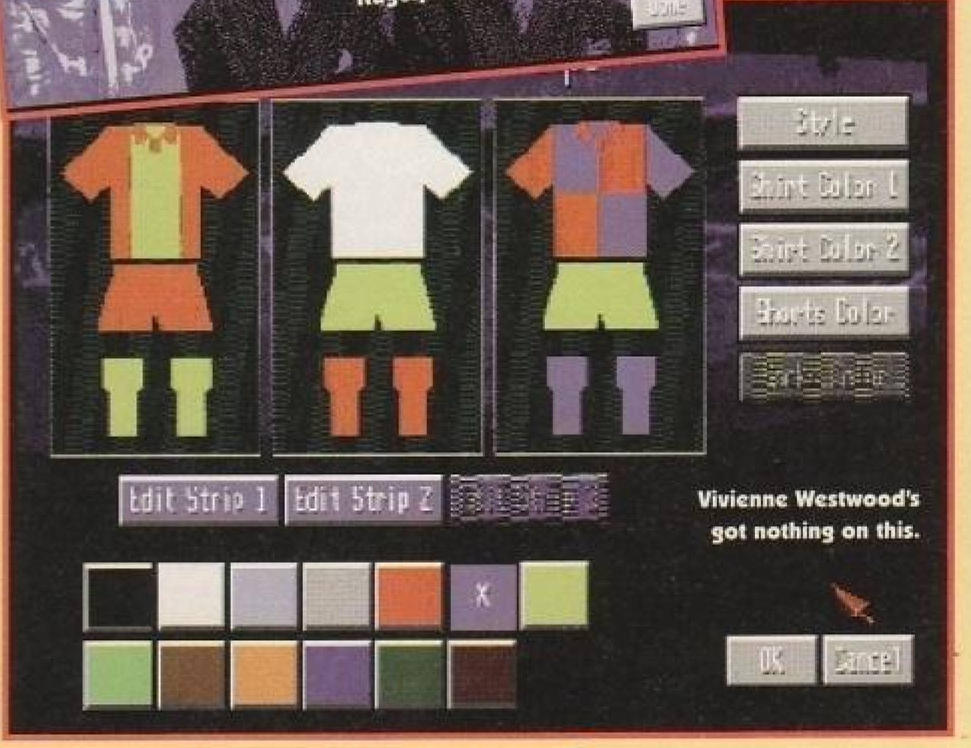
ALL CHANGE

Basically, think of every aspect you find in a football game: the teams, the kits, the players, their abilities, what player plays for what teams, everything. Well now, you can change it all. Yes, all of it.

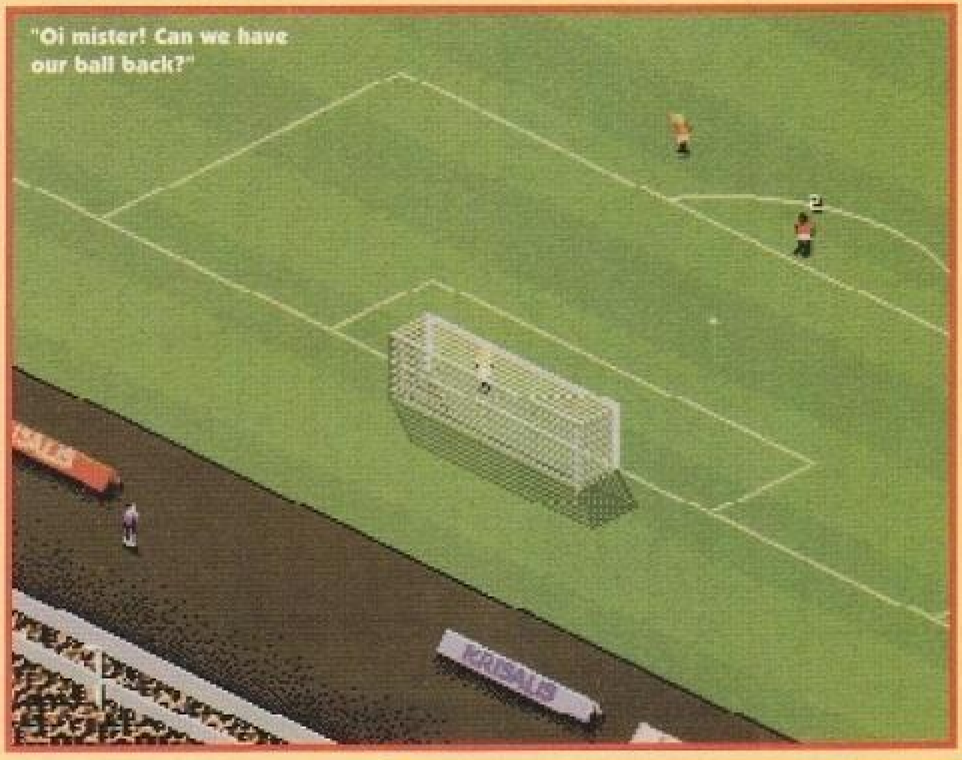
This means you can, should you wish, have AMIGA POWER United playing in black shirts, black shorts and socks, with all the players as good as their stats will allow, playing in the Premier League with opponents including the likes of Bath City, Bromsgrove Rovers and even Accrington Stanley. Or you could simply make Ryan Giggs a bit crap. The choice is yours. Personally I like the idea of an editor. As long as you don't take it too far. I mean if you make all your players great, where's the challenge? But if you fancy putting your own name in place of your favourite player and then playing as that team, then great. The best thing here though is you can do whatever you like. The only thing that may hold you back is not wanting to make the game too hard for yourself.



Hugely over-valued.

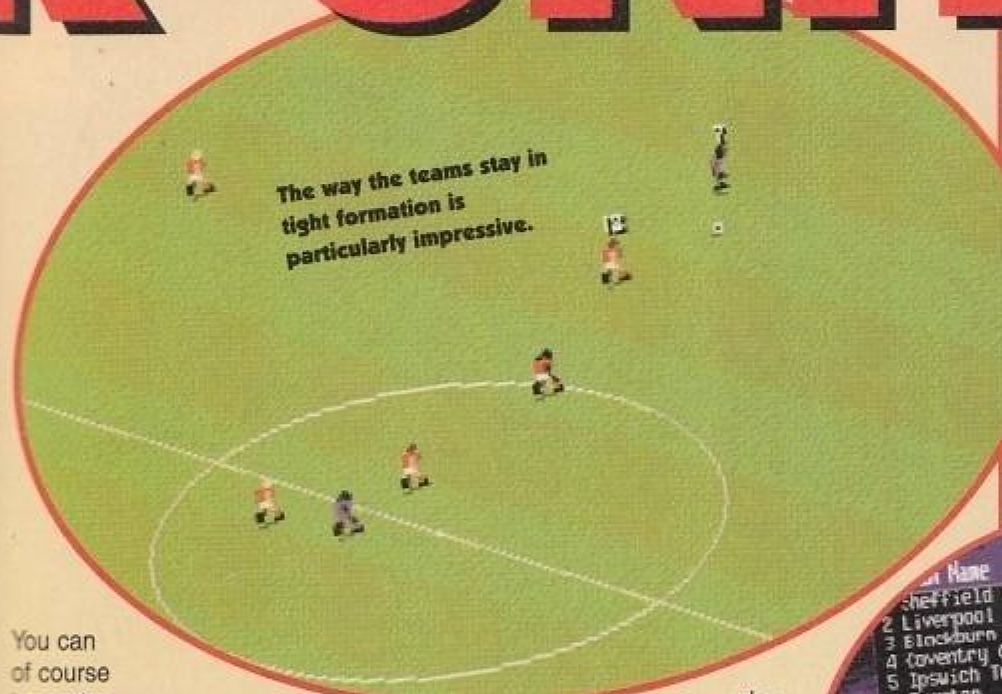


Vivienne Westwood's got nothing on this.

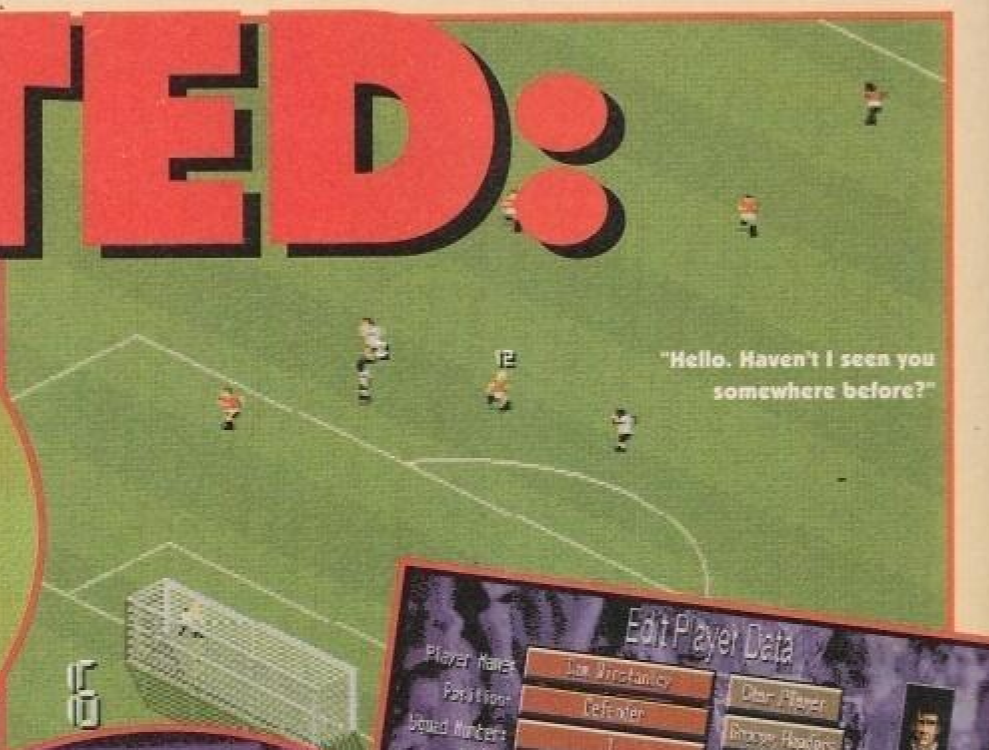


"Oi mister! Can we have our ball back?"

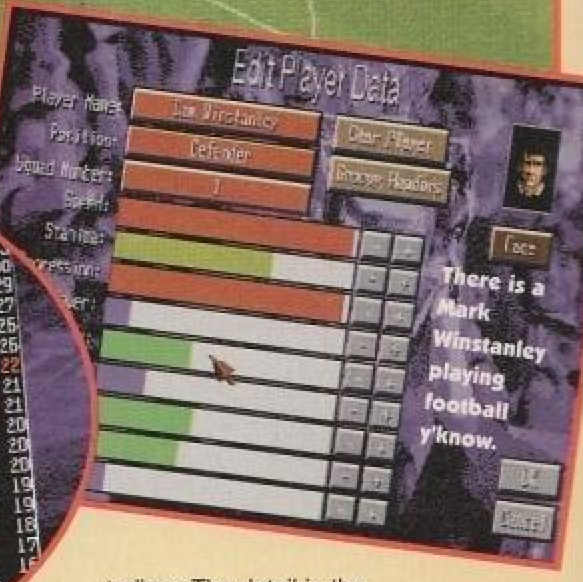
R UNITED:



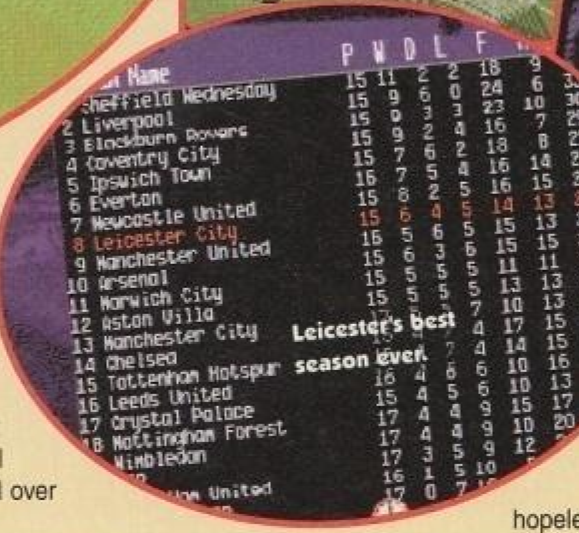
The way the teams stay in tight formation is particularly impressive.



"Hello. Haven't I seen you somewhere before?"



There is a Mark Winstanley playing football y'know.



Leicester's best season ever.

You can of course leave the game alone and concentrate on the other new bits. The transfer market for example. Yep, the chance to buy and sell players, looking for a new star, buying an old has-been or even trying to make a bit of money to afford that player you've had your eye on for a couple of seasons. All supremely quick and easy to do, and valuable in the game.

Ah yes, the game, I'd almost forgotten about this bit. They've moved the angle around a bit. So instead of *Sensi Soccer* comparisons (which had been levelled at the game in previous incarnations) we can now call it a cross between *Sensi* and *FIFA Soccer*. Look at the screenshots to see what I mean.

Although you might not think it, this new view actually makes the game more fun to play.

The extremely fast nature of the game means that it's useful to be able to see where the ball is coming from, and this new view lets you do that. Unfortunately I still can't get to grips with it. I've tried, I really have, but it's just too all over the place.

I've tried playing as different teams, to experience good and bad ones, but all to no avail, I just can't seem to do what I want. Perseverance does pay off, with the odd goal here and there, but there's not enough continuity, not enough flow and definitely not enough user-friendliness in the control system to allow you to add your own style of play. You just end up booting it upfield in the vain hope that someone will connect with it in a positive way and that it might just end up in the back of the net. The same is true when you've not got possession, you slide about all over the place or hopelessly dive through the air in order to clear a cross or a corner.

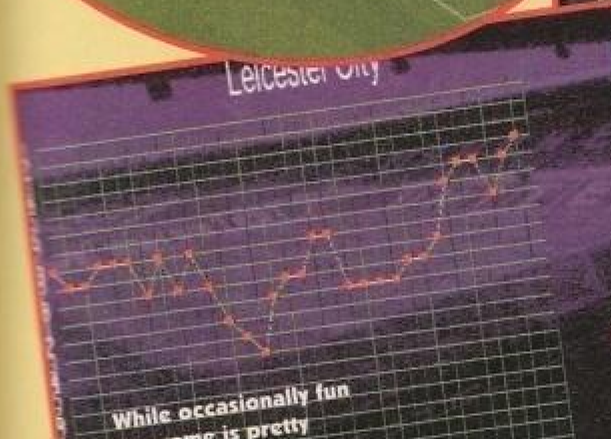
Anyway, it's all rather frustrating and I'm surprised our joypad still works from the number the times I've thrown it on the floor in anger.

TO FINISH

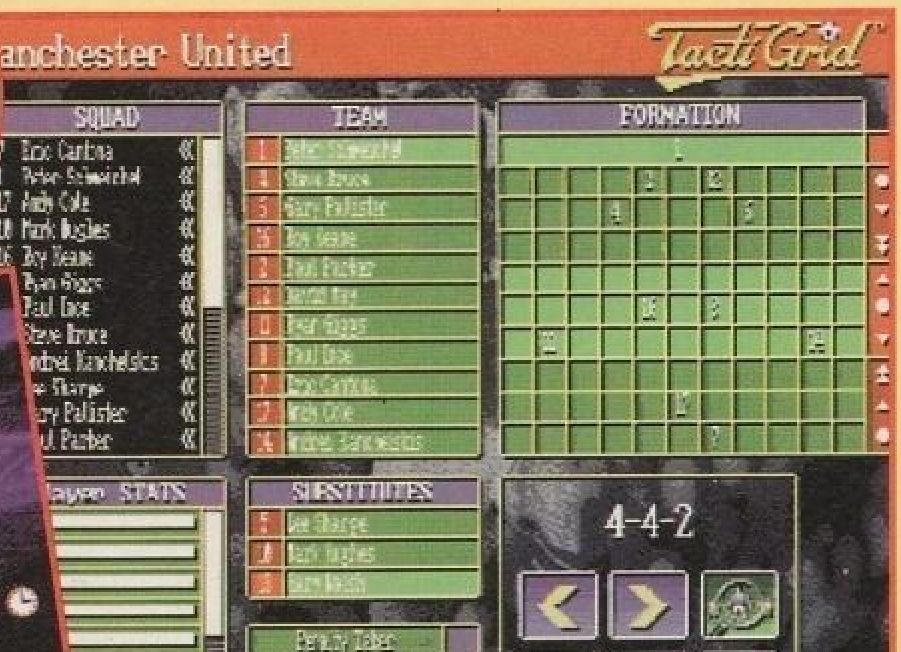
I've played and reviewed this game in it's CD32 guise, and although I appreciate the changes they've made, the game is still so flawed and makes you so angry it's quite unplayable. You can turn the football bit off, but this leaves you with a slightly bare, management-only game that's a bit tedious The detail in the game is great and the editor is also pretty good, but unlike nearly every other football game we've got, I'm afraid I'm not going to be playing this one on those quiet afternoons in the office.

● ***PAUL MELLERICK***

Football – but on the Amiga!



While occasionally fun the game is pretty unrealistic.



The formation editor is still there though.

UPPERS A great, all encompassing editor allowing you to change everything you might want to your own desire. And a new and very fine transfer bit.

DOWNERS But the guts of the game, the actual match day playing bit, is just so frustrating and lifeless that playing becomes a real chore. You can turn off the match bit, but this just leaves you with an empty bare management game not really worth that much.

THE BOTTOM LINE

Another one of those games that get so many things right, the presentation and attention to detail especially, but messes up big time on the most important bit. It seems such a shame to have gone to all that trouble.

58 PERCENT

THE BOTTOM LINE

A1200 The differences are so minor that I would have to become as pedantic as all the others in the office before I mentioned them. And I won't.

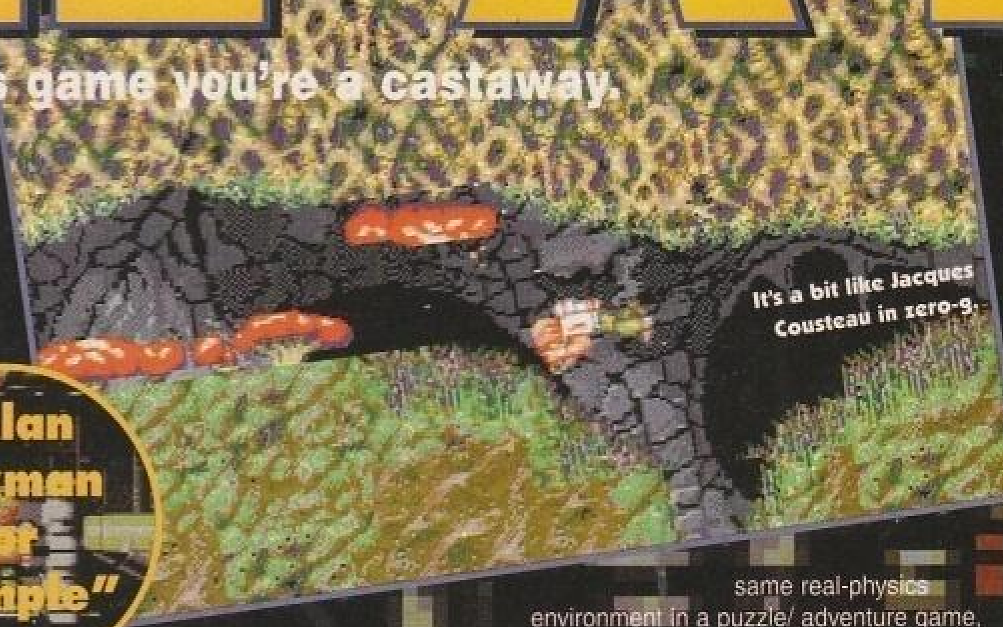
EXILE A1

A complete misnomer, of course. In this game you're a castaway.

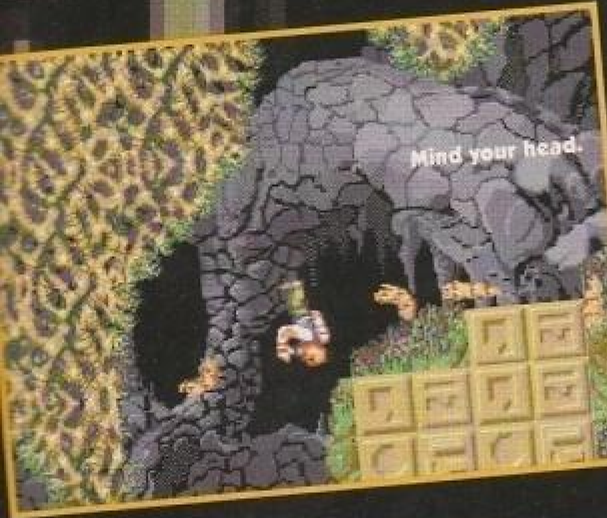
Runs on: A1200
Publisher: Audiogenic
Authors: Pea Irvin, Wild Reeve, Angry Cox
Price: £30
Release: April

So, *Exile* then. In AP issue one, Gary Penn summed up the entire essence of the game rather well: "What this actually represents is a successful marriage between the cream of text-based adventures and the arcade style shoot-'em-up" he said. "To all intents and purposes, it's the first in what will hopefully become a new breed of decidedly modern arcade adventures," he hypothesised. "The arcade adventure is dead. Long live *Exile*," he concluded, suitably pompously as befits a review in AMIGA POWER. That was in May 1991, and with it all I concur, which makes the following two pages astonishingly difficult to fill without repeating Gary and being sued by him for plagiarism.

Although it doesn't look like it, *Exile* is an adventure game. In the manual prequel blurb, you answer a distress beacon from a survivor of a previous landing expedition. He tells you about the evil Triax and how, blah, blah, banished, blah, blah caverns, blah, blah etc. End of intro.


It's a bit like Jacques Cousteau in zero-g.

"Alan Rickman for example"


Mind your head.

BEN GUNN

The game starts with Triax making a brief appearance (so brief I only noticed it the third time I played the game) and stealing your navicomp, effectively stranding you on the planet. Like all the best bad guys (Donald Unpleasence and Alan Rickman for example), Triax doesn't actually look mean at all, and resembles Davros from TV's famous Dr Who rather than Goro. Only he flies, rather than trundling around in the bottom half of a yogurt pot. So, within three seconds from starting, you've got a reason to explore the planet. Thankfully, your guy's got a jetpack, so getting around isn't a problem, and the score in the corner's steadily ticking down from 10,000 points second by second, so the game even instills a sense of urgency.

One of *Exile*'s main selling points is the real-world environment it inhabits. As hundreds of offices hours devoted to *Gravity Force 2* will testify, we're great fans of real physics here on AP, and everything works in *Exile* so naturally that you tend to forget the mechanics and just concentrate on the game. Psygnosis' *Puggsy* (AP36, 40%) tried to use the same real-physics environment in a puzzle/ adventure game, but that was just pathetically fiddly and annoying. However, the difference is that while physics gets in the way in *Puggsy* – you build a pyramid of drums only to bump into them and knock them down again – it works for you in *Exile*. Check out the pictures for IRREFUTABLE EVIDENCE of this.

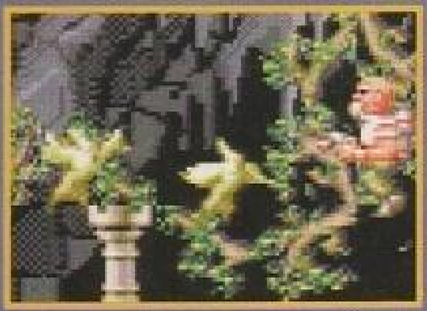
ROBINSON

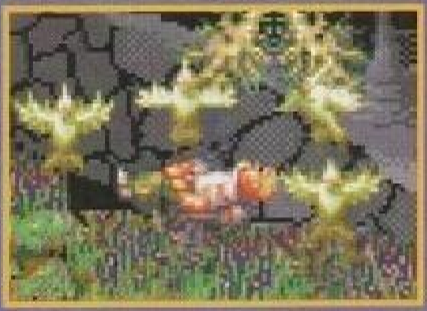
All adventure games are linear, but what makes some better than others is the amount of latitude they give the player. Point-and-click adventures are notorious for funnelling the player down a single path where success is just a matter of trying to think as illogically as the programmer.

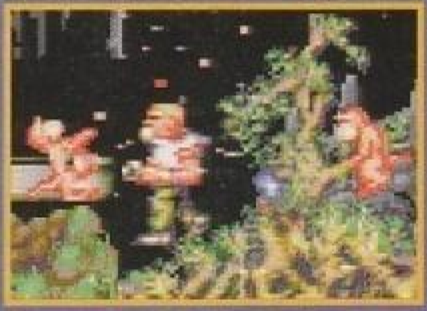
On the other hand, sprawling fantasy romps such the *Ishar* series offer far too much leeway, so you spend more time tramping around

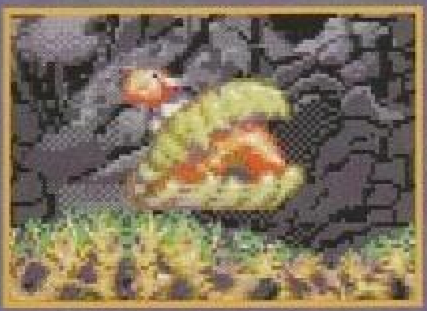
EEY-EYE, EEY-EYE, OHHH

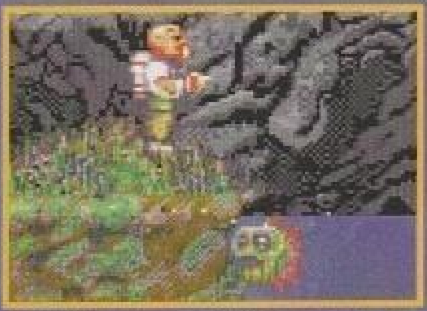
The caves are inhabited with loads of creatures, most of which try to kill you immediately. Even the parrots bother you and they're... parrots for heaven's sake.

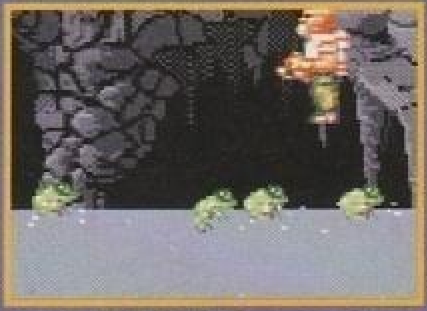

First a couple of pesky, pecking parrots sight you...

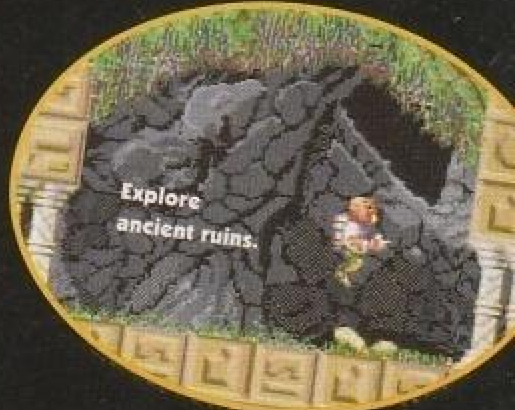

And then suddenly there's a whole fluttering, fighting flock of them.

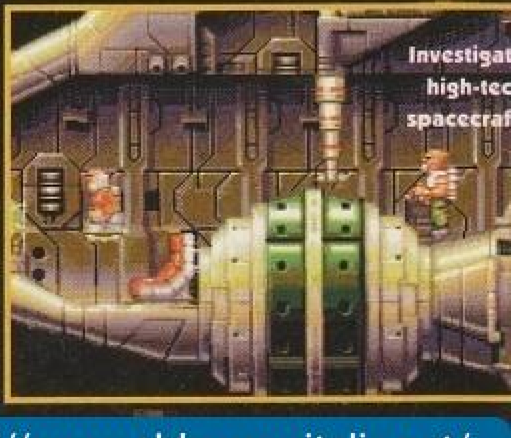

These manic, molesting monkeys can be a bit of a bore as well.


When it comes to the cunning, collapsing clams you have to be wary.

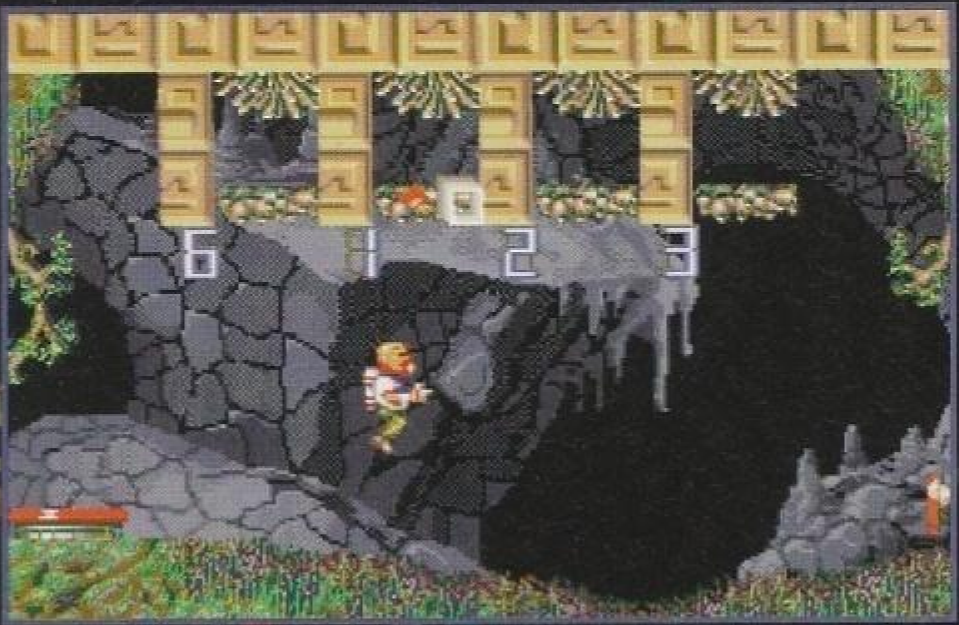

The pesky, pinching piranhas are best avoided altogether.


Even the frail, feeble frogs can give you a bit of a nasty nip.


Explore ancient ruins.


Investigat high-tec spacecraf

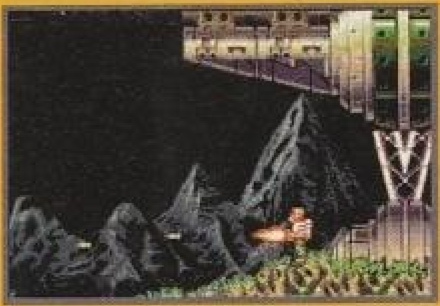
200



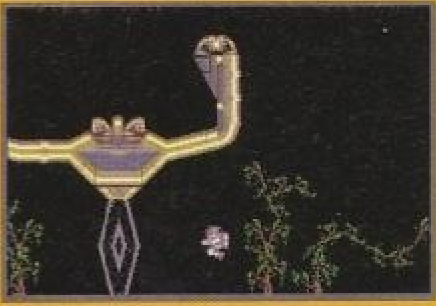
Behold – THE PASSCODE SYSTEM FROM HELL. Once you've got the right code, you have to fly around advancing each digit a single number every time you hit it with your head. This is patently an absurd, but thankfully infrequent interlude.

AND TIME MARCHES ON

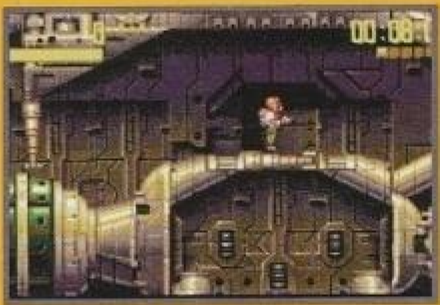
See for yourself the stunning differences between the original *Exile* and this new, special AGA version, and then decide if you're really going to be all that bothered by the flashy new graphics.



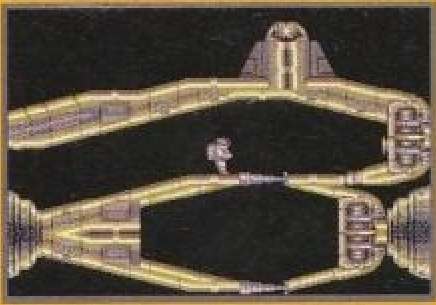
In full technicolour glory now...



...and as it was four years ago.



Backgrounds a-go-go...



...backgrounds a-none.

than you do swashing and a-buckling. *Exile*'s somewhere comfortably in the middle, although some of the puzzles tend towards the impossibly obscure. After being stuck for hours, I phoned Audiogenic for some solutions that were so obscure I'd never have thought of them and would have been stuck on the same bit forever.

The game's set in one huge cavern network, although there're a number of sub-sections partitioned by massive stone walls or teleporters, and in each of these sections there're a number of puzzles to solve or things to find that you can do in any order. The net effect of this is that you feel like you're roaming at will, but at the same time are being craftily nudged along by the programmers.

So with the gift of hindsight, was Gary Penn right? Did this herald the start of a new form of adventure games? Well no, unfortunately, which is why *Exile* still seems so inventive all these years later. By stripping away the conventions of adventure games and making it look and play like an elaborate arcade game, *Exile* really does take a fresh stab at all that puzzle solving. In terms of style, its real-time, real conflict problem solving elements are closer to *Doom* than they are to *Dungeon Master*, which makes me wonder why tedious first-person-perspective adventure games still manage to sell these days.

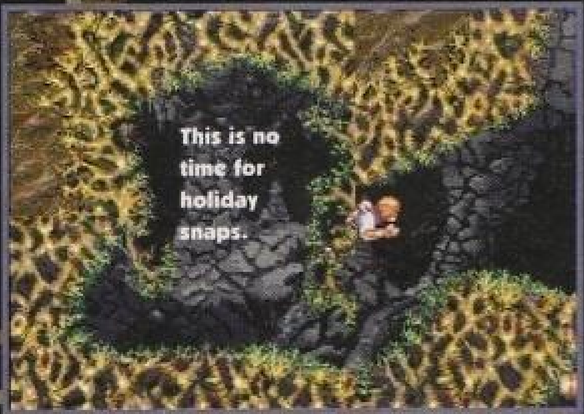
CRUSOE

I've not even mentioned the A1200 version yet, have I? Well, that's because the game is, as far as I could see, exactly the same as the original, only the graphics have been changed. The main character's bigger, so you see less of the screen, although in better detail and with a parallaxing backdrop. For some reason they've taken the helmet off your guy, so he now looks like a yob. I'd feared that the smaller visible paying area would be detrimental to the game, but the only instance I could find was trying to shoot a switch which was off screen in this version but visible in the original.

The main improvement in this version is that it supports a CD32 controller, with all the buttons doing something. Since *Exile* requires over 20 different keys to pick up, throw and drop objects, alter bullet trajectories and use different weapons, this is a real bonus as it puts most functions literally in your hands, and although the game still works fine with a normal joystick and keyboard, I'd strongly recommend a CD32 controller.

So it's heart felt accolades all round for *Exile*, which only leaves you to decide which version to buy: this one, or the old version which has just come out on budget. To be honest, the main thing to consider's the CD32 controller, as although the new graphics are nice, they didn't alter my view of the game substantially, so the older, cheaper version plays as well as this one. £15 or £30? Either way, it's the same, absorbing, unique game.

● *CAM WINSTANLEY*



This is no time for holiday snaps.

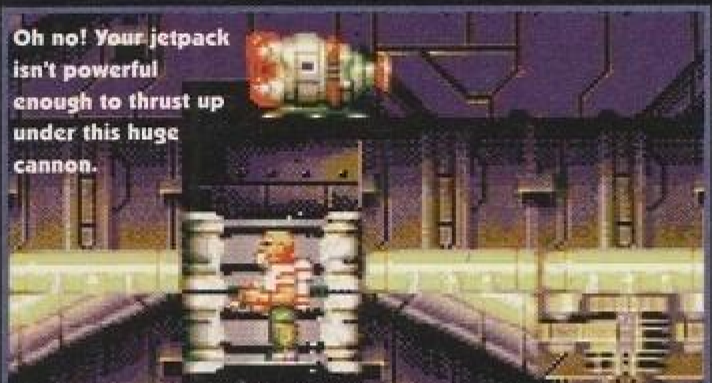
UPPERS Huge and absorbing, easy to save and load, and with a wonderful feel to the way you move the little guy around. A great new control layout when played with a CD32 pad.

DOWNERS A few fiddly puzzles that I got stuck on for ages, and the most pathetically user-hostile copy protection method I've ever seen.

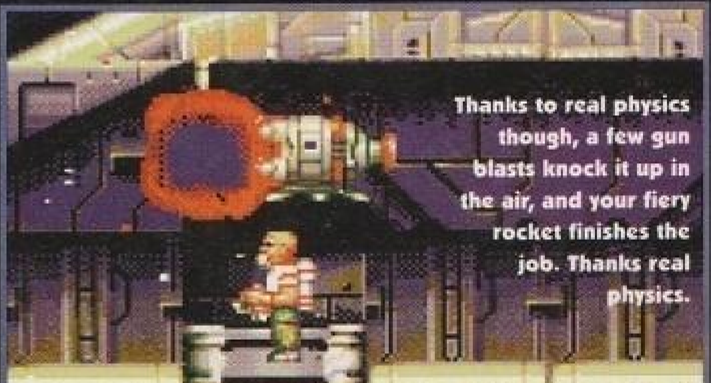
THE BOTTOM LINE

I'm surprised no one else ever took this approach to adventure games, but the fact they haven't merely shows how clever and innovative *Exile* still is. It's a really wonderful game, although if I were buying it, I'd go for the cheaper, older, standard Amiga version.

89 PERCENT



Oh no! Your jetpack isn't powerful enough to thrust up under this huge cannon.



Thanks to real physics though, a few gun blasts knock it up in the air, and your fiery rocket finishes the job. Thanks real physics.

SOCCER SUPERSTARS

Football, football, football, football, football. Arentcha just sick of it? Eh?

Runs on: A500, A600, A1200
Authors: Creative Edge
Publisher: Flair
Price: £30
Release: Out now

Just go back up a moment and take a look at the price of this game. Did you see that? Yep, a whole £30. For a football game. Still, thanks to a tie in with football company Mitre you do get a top quality proper bouncy football to kick around. And it's going to give you a lot more pleasure than the disks you get with the package, that's for sure.

I didn't like *Soccer Superstars*. Play it for a while and I'm sure you'd agree with me. Actually, no. Don't play it for a while. Don't play it at all. Why? Well, if you thought of all the worst football gaming aspects possible, then came up with some more silly ones you'd be just about there.

FAULTS

Try the fact that when chasing after a player you will gradually catch him up but then, just when you're about within tackling distance, you'll stop catching up and jog along behind him.

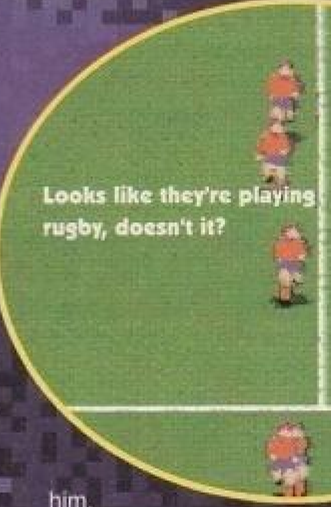
Then there's the fact that, when kicked, the ball moves faster diagonally across the screen than it does horizontally. And if you lurk just on the bottom corner of the box and shoot diagonally towards the far post of the goal you're bound to score. Only don't try it from the top of the screen because the angle of the pitch is incredibly somehow different and the ball goes wide of the net. And there are only two ways to hit the ball – a small tap will pass the ball to the nearest player, or you can hold the fire button down to build up power on a gauge and release when you have the power you want. Sadly the gauge is tiny and consequently unusable. And I musn't forget to mention the way that, if a player's running along and he scrolls of the screen, he stops moving, so your passes go amiss a hell of a lot. And I also can't forget the appalling dive-at-everything goalies. And the jittery nearest-player-to-the-ball selection.

There may be other niggles, but after playing the game a few times to get the gist of it before sitting down and winning the cup competition (you can either play a friendly game or enter the cup, and nothing else) on my first go by scoring 44 goals in six matches, I'd had enough.

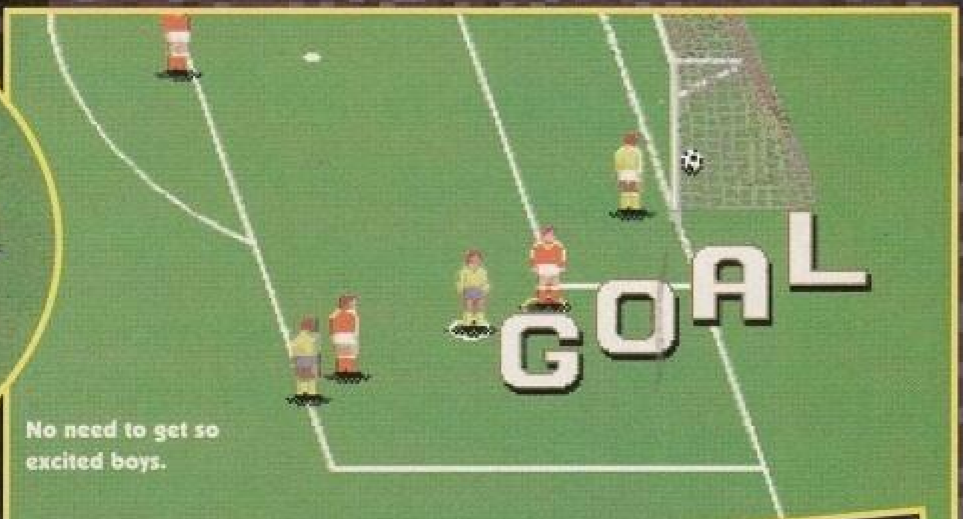
I enjoy playing all sorts of games, and football games especially, and it's true to say I did have a teeny bit of fun with this one. But that's only because I kept annihilating all my opponents and I like to win. And because I didn't have to pay to play the thing.

And at £30 (even with a 'free' football), this is a hideously overpriced, badly programmed, bare bones footie game providing very little entertainment and fun.

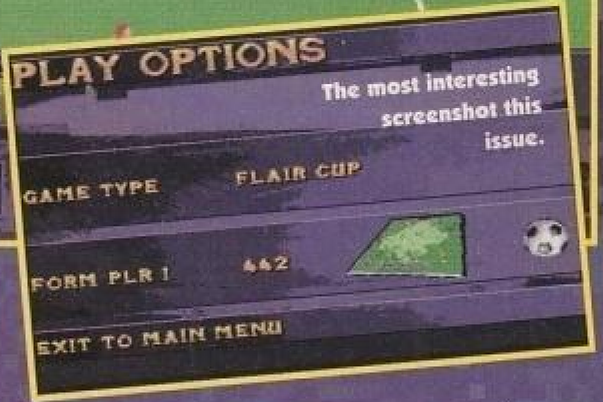
● *PAUL MELLERICK*



Looks like they're playing rugby, doesn't it?



No need to get so excited boys.



PLAY OPTIONS

GAME TYPE FLAIR CUP

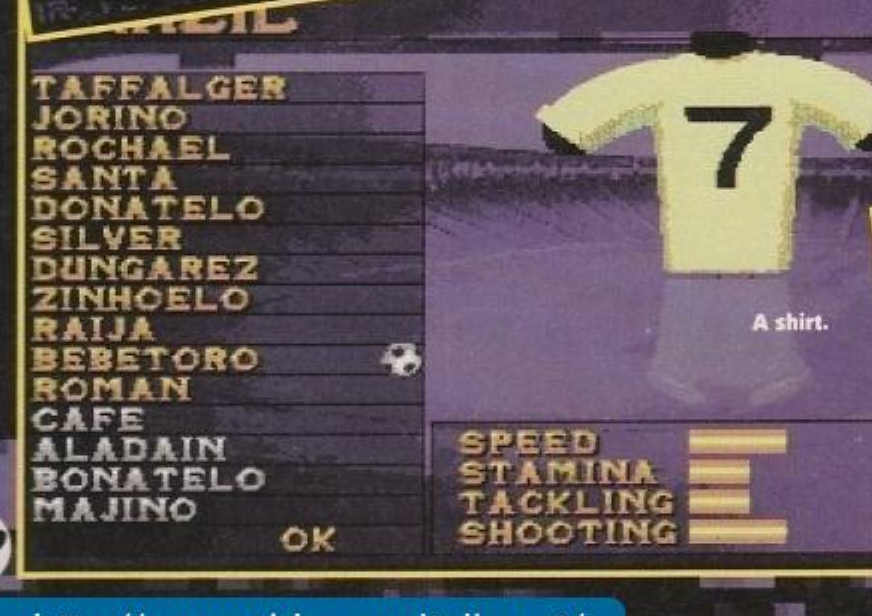
FORM PLR 1 442

EXIT TO MAIN MENU

The most interesting screenshot this issue.

WINNERS
BRAZIL
FLAIR

A cup.

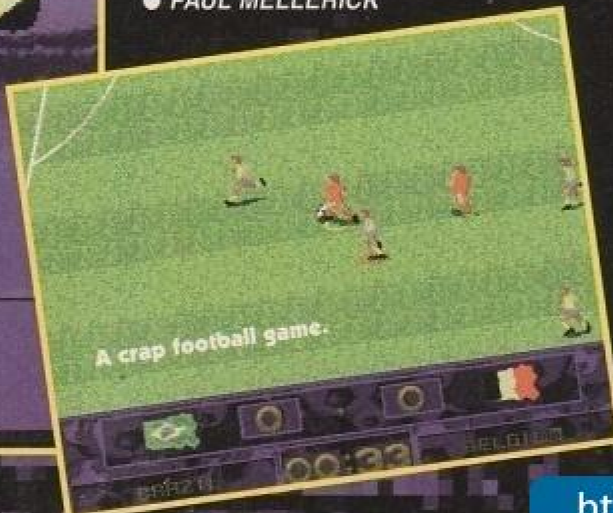


TAFFALGER
JORINO
ROCHAEL
SANTA
DONATELO
SILVER
DUNGAREZ
ZINHOELO
RAIJA
BEBETORO
ROMAN
CAFE
ALADAIN
BONATELO
MAJINO

OK

SPEED
STAMINA
TACKLING
SHOOTING

A shirt.



A crap football game.

UPPERS Er. The football you get if you buy the game. At least that works properly.

DOWNERS The lack of options, leagues, replays, and game stats. The complete absence of any challenge thanks to the ridiculousness of the goalies. The annoying control system. In fact, everything the game has to offer.

THE BOTTOM LINE

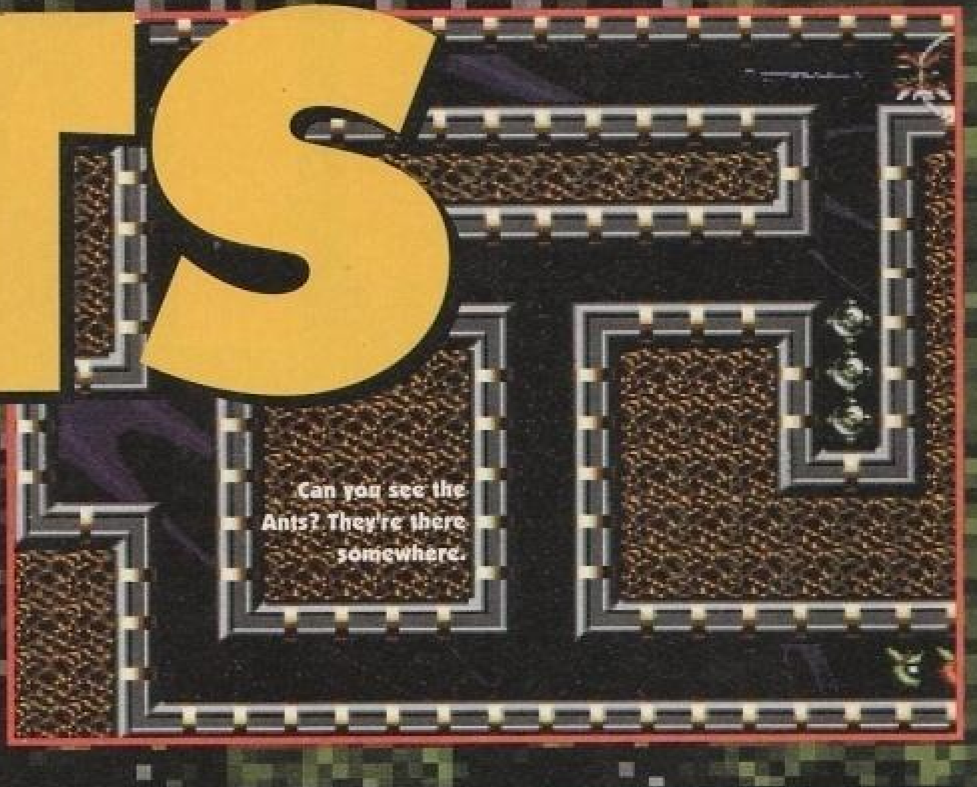
A truly dreadful game with no redeeming features at all. Fun for a few plays, because you win by such a great margin and think you're brill, but then you come back down to earth with a bump.

15 PERCENT

THE BOTTOM LINE

A1200 Indistinguishably poor and yet it seems even more insulting when running on a top-of-the-line A1200 with extra RAM and stuff, like the one JD had rigged up to play *TFX*.

ANTS



Can you see the Ants? They're there somewhere.

Tch. And in this, of all months, too.

Runs on: A500, A600, A1200
Publisher: Kellion
Author: Mark Sheeky
Price: TBA
Release: April

It's been a pretty grotty month all round for us here on AP. What with the news of the impending price rise imposed by our autocratic faceless bureaucrat owners, and having to do a CD as well as the coverdisks, and Steve having to revive that old lady on Walcot Street by performing an impromptu alfresco tracheotomy with a Bic™ biro sleeve, and the best game in the issue only running on an A4000, and JD being sued for tampering with the bone-marrow DNA of ex-astronaut and test pilot Chuck Yeager... Well, it's been a hectic and sweaty and quite frankly unpleasant month.

And now *Ants*. Okay, so it might not be in the same league as Sue trying to send wedding anniversary flowers to her parents in Portugal and inadvertently phoning Inter-Hit, the Cosa-Nostra's 0891 direct debit murder hotline, but having to review *Ants* is a drag and a chore nonetheless. Even though it's now no longer got the 'z' at the end of the name, I still hate it.

In a feeble attempt at humour, the ants say 'funny' phrases in little squeaky voices. Now, I can accept that some people might find this amusing the first time, but the repertoire is extremely small, and after less than ten minutes, IT GETS BLOODY ANNOYING. This is the first thing I hate about *Ants*.

THORAX

You are the Antmaster, the game informs you, having power over 'ant-like creatures', or pixels to you and me. *(I like being the Antmaster. – Ed)* You gather them by waving the mouse pointer over them and pressing the right button, and tell them where to go by clicking the left. Unfortunately, due to the random wavering of each ant, there's a good chance that even with your best intentions, ants will randomly walk into fatal objects. Invariably, it's this randomness that prevents you from completing a level, and this is the second thing I hate about *Ants*.

The ants must eat the enemy faces by suicidally charging them, trading an ant for a pixel of the enemy. The only animation at all is a mass of jiggling pixels and the pointer. Even on a monitor, single ants are hard to spot and single enemy dots even harder, so goodness knows what it'll be like on a TV. The game looks terrible – point three.

You can only have 100 ants at any time. If an ant eats food, it'll multiply, asexually we assume. Once they start eating and multiplying, you've got to frantically stop them before the population hits 100, because after that, all the food's wasted. The only tactic for the game is therefore to send all but a couple of ants to their deaths, then feed the two up to 100, run them down to two, and so on. The same tactic for every level – I hate this more than Jonathan Nash hates the bickering vampire couple who claimed squatter's rights in his tumble-dryer two weeks ago.

ABDOMEN

The ants have eaten all the food. You have 14 ants with which to eat 25 baddies. You can't do it, yet the game won't recognise this. You can't win but you can't escape, so you have to round up all your ants and kill them. Another good reason to hate *Ants*.

It's an interesting coverdisk idea, an amusing PD game or a mildly clever school project. It's certainly not a professional, mid price-range, complete game, and I hate it even more than the ginger tom which mauled my pet ring-tailed lemur last Thursday, forcing it to live out the rest of its tiny life in a mahogany sick-bed I'd carefully constructed for this very eventuality. Playing *Ants* made me want to die.

● *CAM WINSTANLEY*

THE THINGS THEY SAY

"I don't want to die!"

"Help, I've got fleas!"

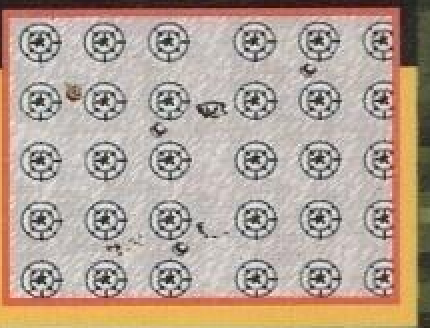
"Hey man, what a cool game!"

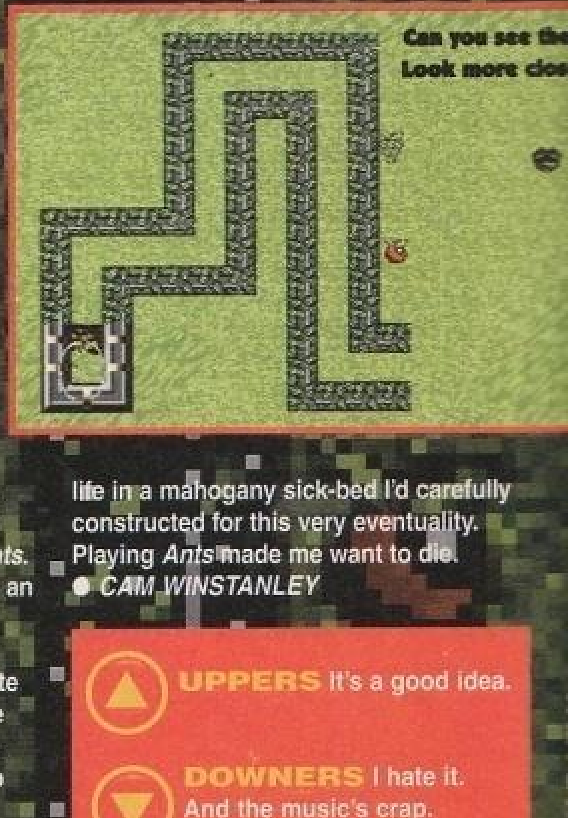
"Atchoo! I've got a cold!"

"I'm stuffed!"

"I hate this job!"

Oh, you guys...

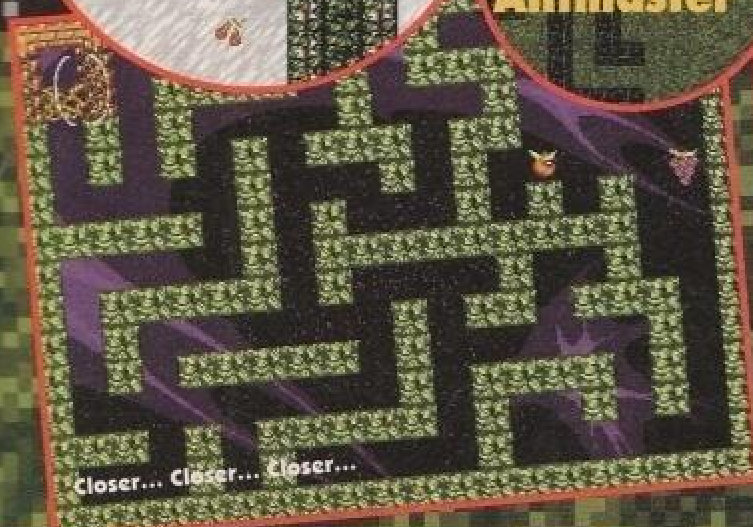




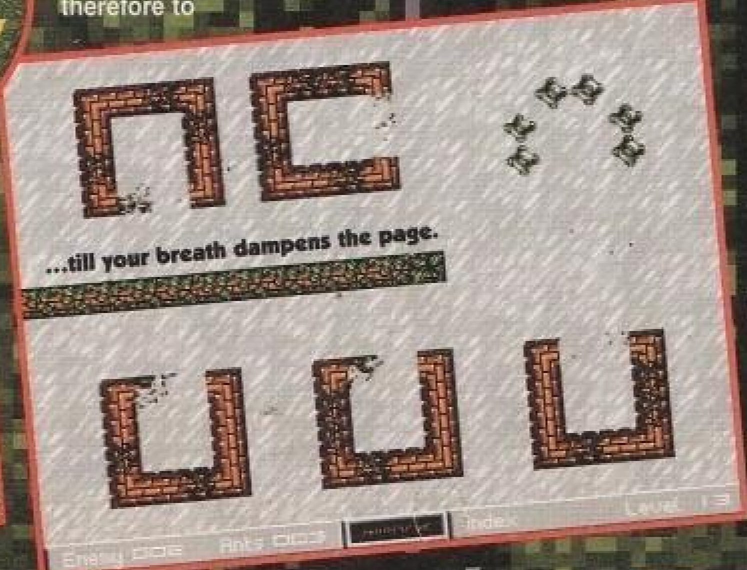
Can you see the
Look more clos

Is that them there? Look closer...

> "You are the Antmaster"



Closer... Closer... Closer...



...till your breath dampens the page.

UPPERS It's a good idea.

DOWNERS I hate it. And the music's crap.

THE BOTTOM LINE

It's not a puzzle game, it's an annoying exercise in limiting randomness. The only feeble challenge is to to stop the ants from eating the food until you want them too. It's terrible. I hate it.

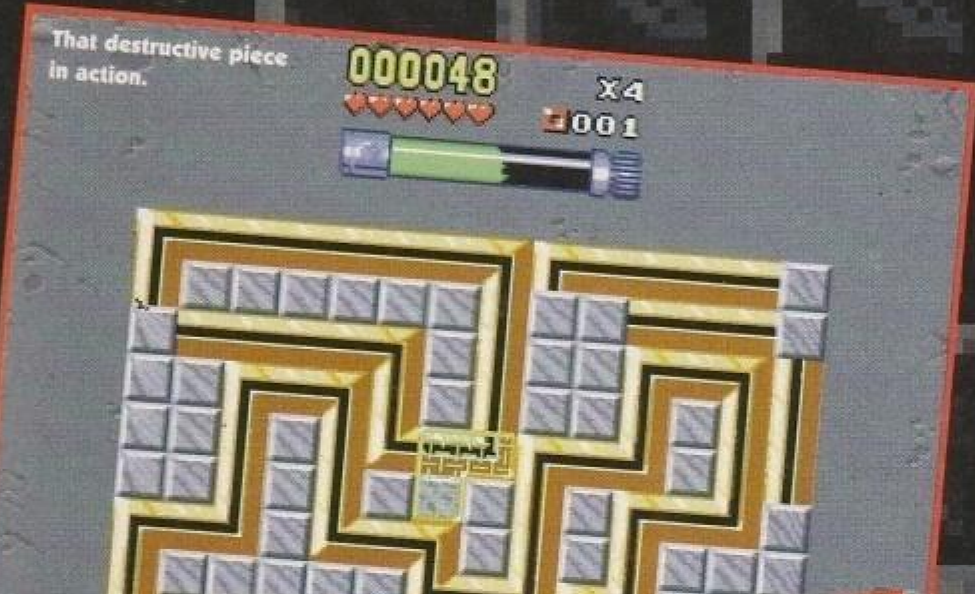
23 PERCENT

THE BOTTOM LINE A1200

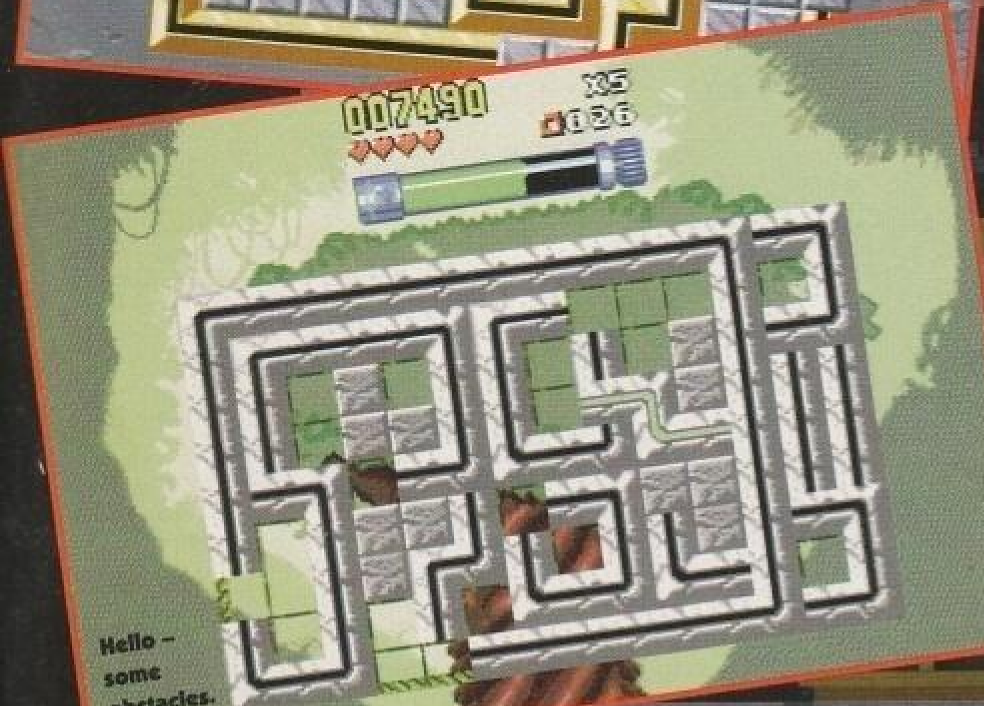
The same.

SUPER L

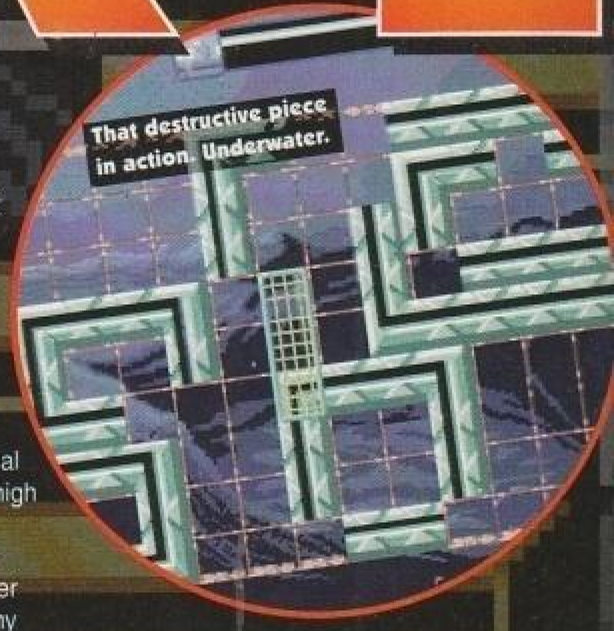
We disdain its improper use of the alphabet.



That destructive piece in action.



Hello – some obstacles.



That destructive piece in action. Underwater.

Runs on: A1200, CD32
Publisher: Audiogenic
Price: £15
Authors: Neall and Jeremy
Release: Out now

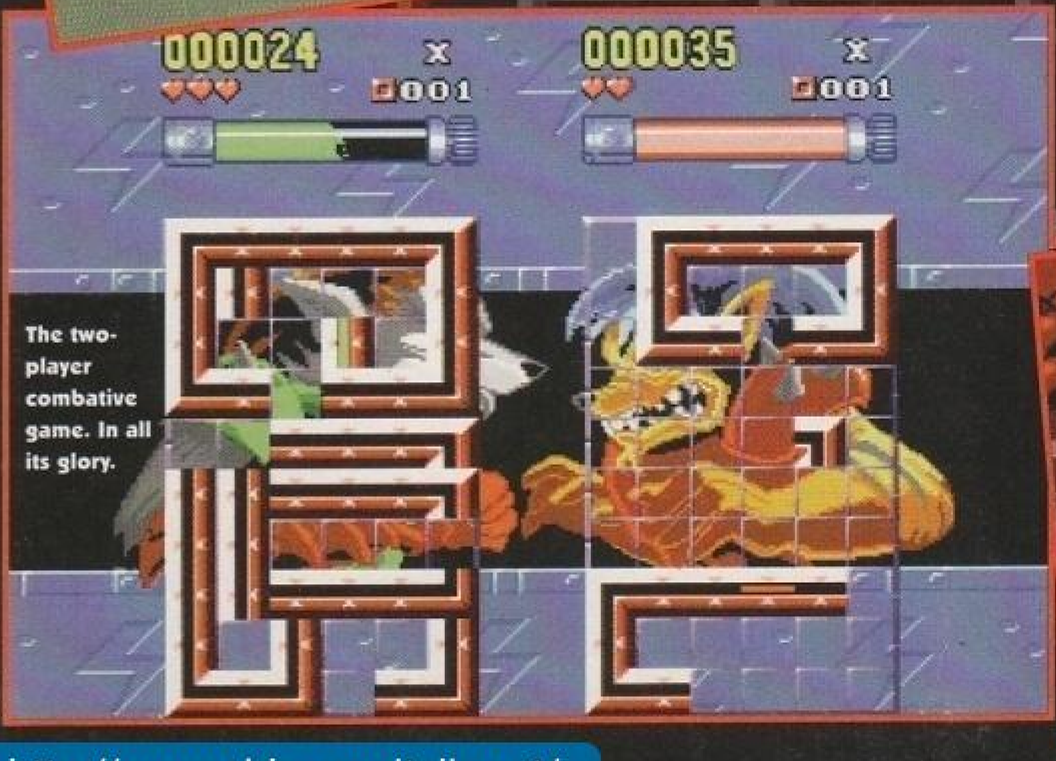
So far it's been a pretty dismal month at AP. For my part, high among the top ten worst moments are finally finding someone in Canada in only to discover they were conscientiously returning my calls about *Angst* (the game I've been tyring to review) to an elderly woman in Leaminster, and being buttonholed by a seemingly inexhaustible procession of software house people complaining about our dissemination of the truth concerning the gargantually appalling *("Michael Jackson" – Ed)*, defending the publication tenaciously on the grounds that nobody likes it (some sort of underdog thing), there are only two people working on the magazine and if you buy *(Clause struck. – Legal Dept)* they'll give your game *(Clause struck. – Legal Dept)*.

Super Loops, then. (We'll keep the letter 'z' at the end of the alphabet where it belongs, thanks awfully.) The deucedly odd thing about *Super Loops* is that it's exactly the same as *Loops* except aesthetically: pieces drop randomly on to a board, and by rotating and placing them you have to make shapes that join up in loops. Once you've placed a piece you can't remove it (except by using a special shape which destroys every part of an incomplete loop it touches, rather than single pieces) and every tenth loop takes you to a new level.

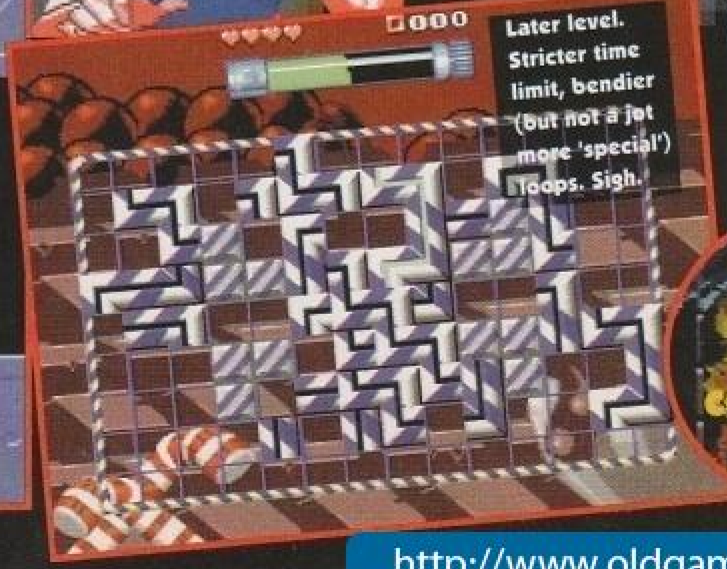
Build a large and complex loop and some invisible people will cheer and you get to play one of three bonus games: either more of the same but without the loops disappearing, or a puzzle where you're shown a loop, bits fall out of it and you have to return them to their correct slots, or a screen with bonus fruit you have to smother. Other modes dispense with the tenth loop/next level ploy (you play on a single level to the death), bring in a second player to help, bring in a second player to battle, and throw those bit-missing loops at you to fill in until you mess up.

HOOPS

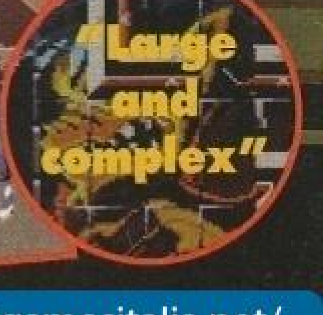
It reminded me of two games, did *Super Loops: Tetris* and *Pipemania*, but more of The Pipester later. As with *Tetris*, the idea is to complete a set number of shapes, with a successfully completed shape rewarding you by disappearing so you put off fatally filling up the screen that vital moment longer. Even the pieces are similar – L-bars, rectangles and those really annoying ones you can never use and have to shove over in a corner. The tactics are sort of similar as well (look, there is a point to this. Trust me) as you build large 'outside' shapes, investing



The two-player combative game. In all its glory.

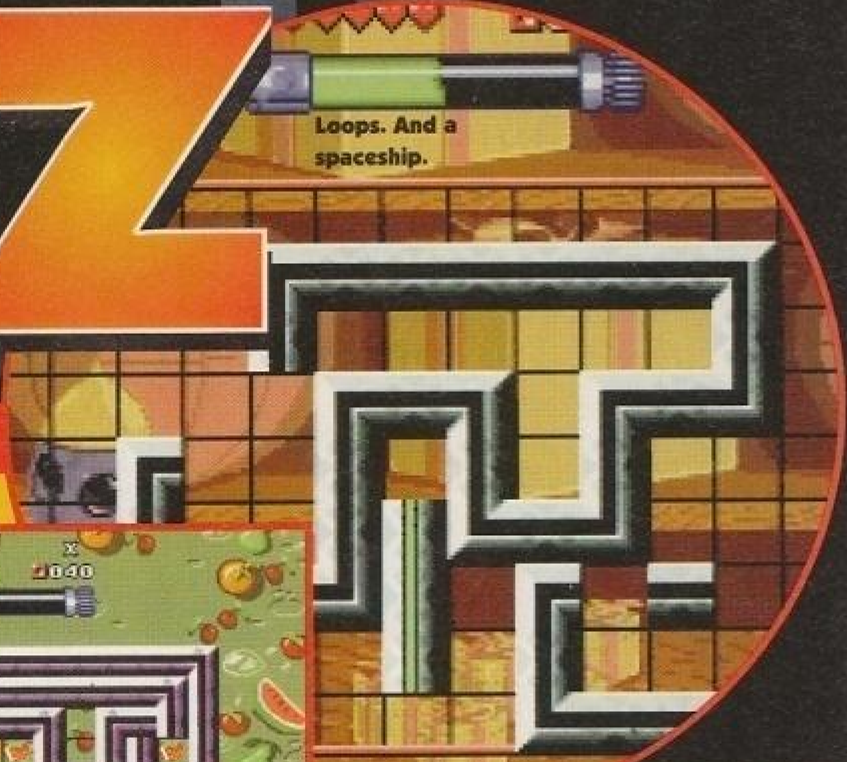


Later level. Stricter time limit, bendier (but not a jot more 'special') loops. Sigh.



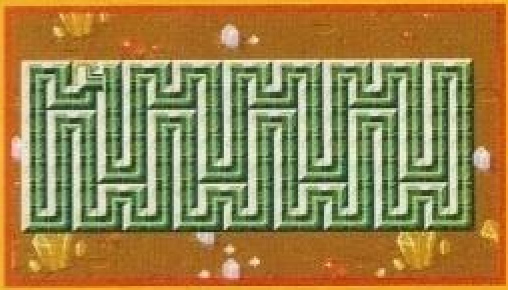
"Large and complex"

OOPZ

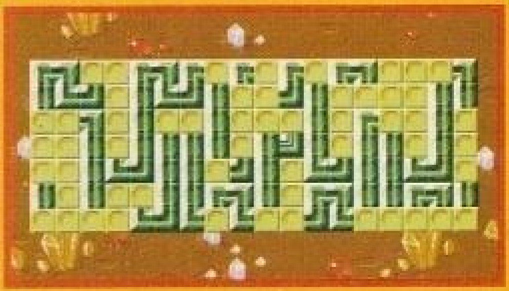

Loops. And a spaceship.

SILLY

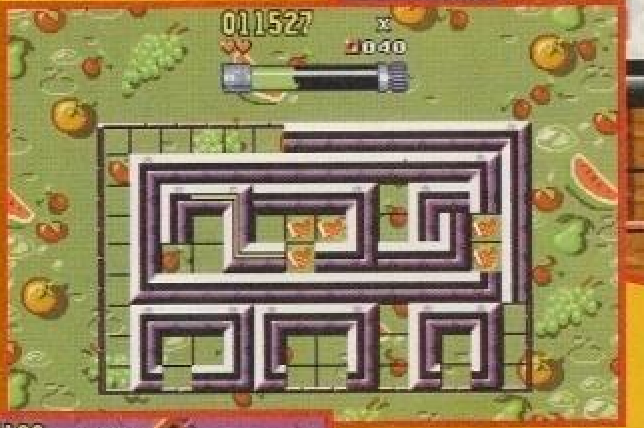
The bonus games in *Super Loops* are particularly silly.

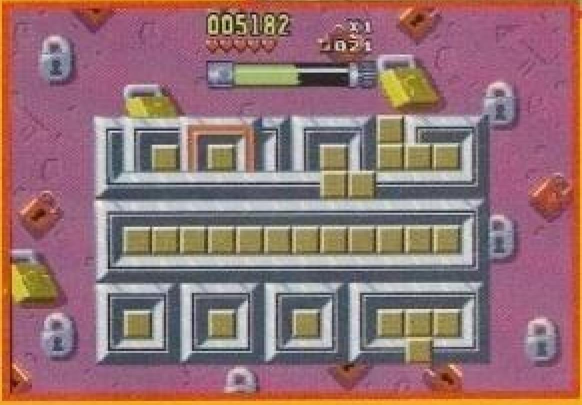


The 'Puzzle': You're shown a loop (above), and far too many bits fall out of it (below). You're given exactly that number of pieces to rebuild it. One mistake and you've lost – but the round goes on until all tiles are 'out'.

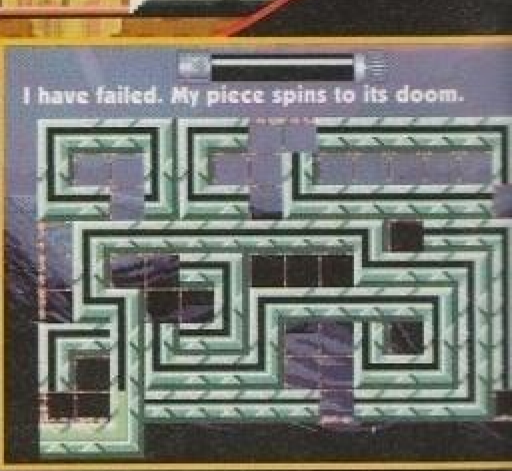


The 'Fruit': Cover all the fruit to win. The bonus round that looks exactly like the game proper. The first time I got to it, I played for ten minutes before losing and realising I wasn't, in fact, on the next level at all.





The 'Permanent': In this bonus game, the loops don't disappear when you complete then. Oh, my aching sides.


I have failed. My piece spins to its doom.

pieces that don't fit there into vaguely completing 'inside' ones. Where the games diverge is that if you mess up a shape in *Super Loops* (say, by rotating a piece too far or just slipping up in placing it), that shape is dead. You can't recover it by replacing the errant section, remember, as your special space-clearing piece destroys every part of an incomplete loop it touches. And, bizarrely, although random, the *Super Loops* pieces seem to be 'weighted' towards the big ones late in the game.

This weighting leads to terrible situations where there is clearly no room on the board for the gigantic U you've been given but, because you can't reject the piece, you have to wait for the time limit to run out (and one of your lives to be lost) before you get another bit. Which, of course, could just as easily be a similarly uselessly large piece. Audiogenic say the game 'senses' when you need to get rid of incomplete shapes and so will give you a destructive piece, but (quite apart from the question of a game 'cheating' on your behalf), this feature doesn't really work at all, delivering either too few destructive pieces or too many.

SHE STOOPS

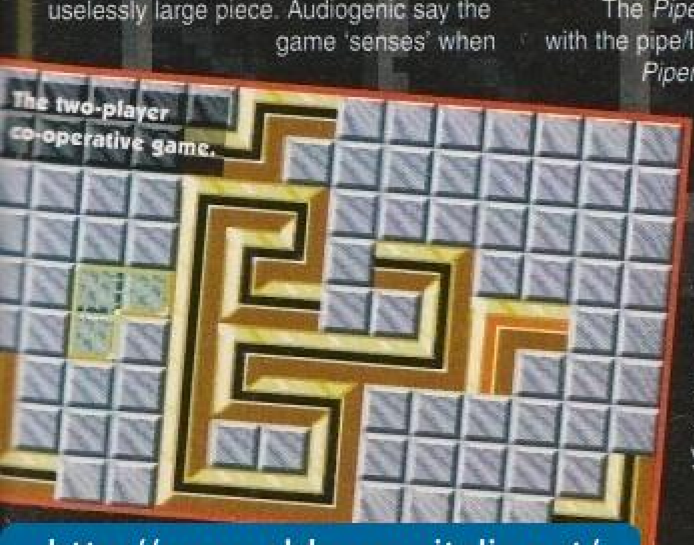
In one game I'd carefully worked the board so I had five loops needing a piece each, but because the number of pieces exceeded the game's 'safe' total (or whatever), it decided to spew out destructive pieces. Seven of them, in fact, all in a row. And because you can't reject a piece and I obviously didn't want to remove any of my painstakingly-constructed loops-in-waiting, I had to sit there and wait for the time limit to run out for each one. O-ho.

The *Pipemania* comparison comes with the pipe/loop look. But unlike *Pipemania* there's no sense of urgency to *Super Loops*. You're just making the loops for the sake of it. (In *Pipemania*, you'll recall, you had to connect a tap spilling toxic fluid to a sluice gate.) There's a time limit to placing a *piece*, oh yes, and a bee-bee-bee sound as that time limit runs out (although, inexplicably, if you then place the piece the bee-bee-bee continues for a few more seconds), but it doesn't work. What you *should* be feeling is a desperate desire to complete that loop before some terrible disaster befalls you, but what you in fact feel is a slight irritation that there's nowhere to put this large zig-zag.

There's something fundamentally wrong with *Super Loops*, and it is the fact that nothing ever happens. No characters run across the screen and make off with pieces, nothing flows through the loops, there are no 'special' pieces to break it up, no cross-sections so you can salvage your work, no bombs to put out, nothing. It's just you and some pipes, for ever. The co-operative two-player mode simply doubles the misery. Only the combative game offers a bit of fun, but you'll not want to play on after the first couple of bouts. (And the obfuscative snarly-wolf background helps not at all.)

Oddly, as I played *Super Loops* to get screenshots, I found myself on a roll. My game came together, my tactics started working (for example, building loops in halves and not connecting the sections until the last moment so if I blew it I could still save the day) and I gallumphed through the bonus levels. But I wasn't involved in the game. There was no incentive to keep winning. And that, folks, is the reason I can't understand why Audiogenic have bestowed new life upon this most dependably dull of puzzlers.

● *JONATHAN NASH*


The two-player co-operative game.

▲ **UPPERS** It's £15, and the music's okay in a sub-*Bubble and Squeak* way. The animated congratulatory bits. Supports mouse, CD32 joypad and two-button stick control. It's hard drive-installable.

▼ **DOWNERS** The pieces have identical shading, so once the screen's more than half-full you have the devil of a job making things out. Later levels just scatter blocks on the board. Two-player games go on at the same speed and difficulty forever. There's just no excitement to it. And you can't use the keyboard to enter the passwords.

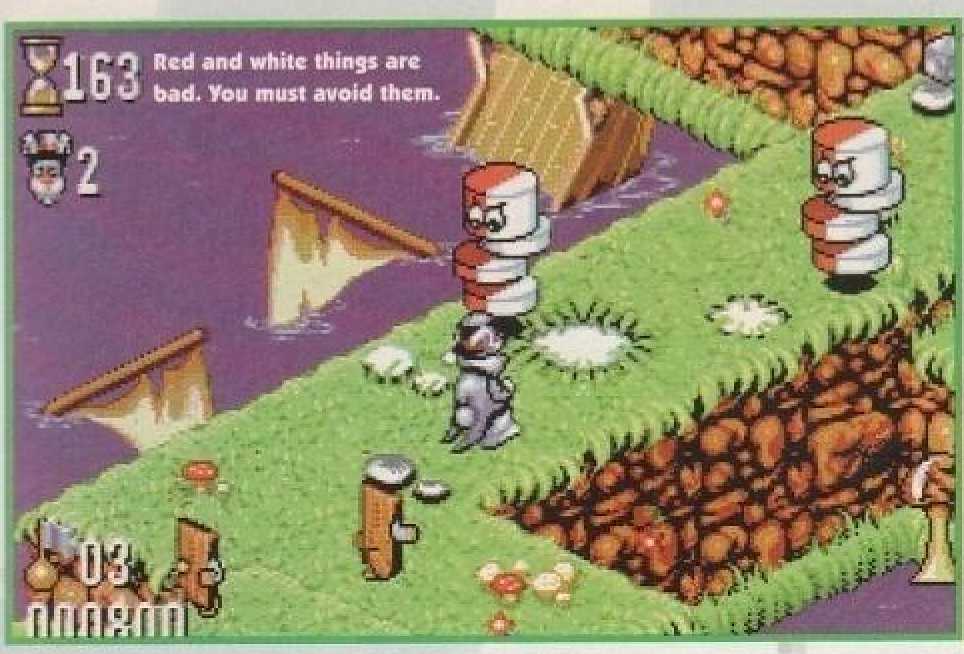
THE BOTTOM LINE

A one-note puzzle game ill-advisedly resurrected and given a quick polish. To be fair to the game, you can play it strategically, but there's no incentive to do so. Once you've played level one, you've played the game.

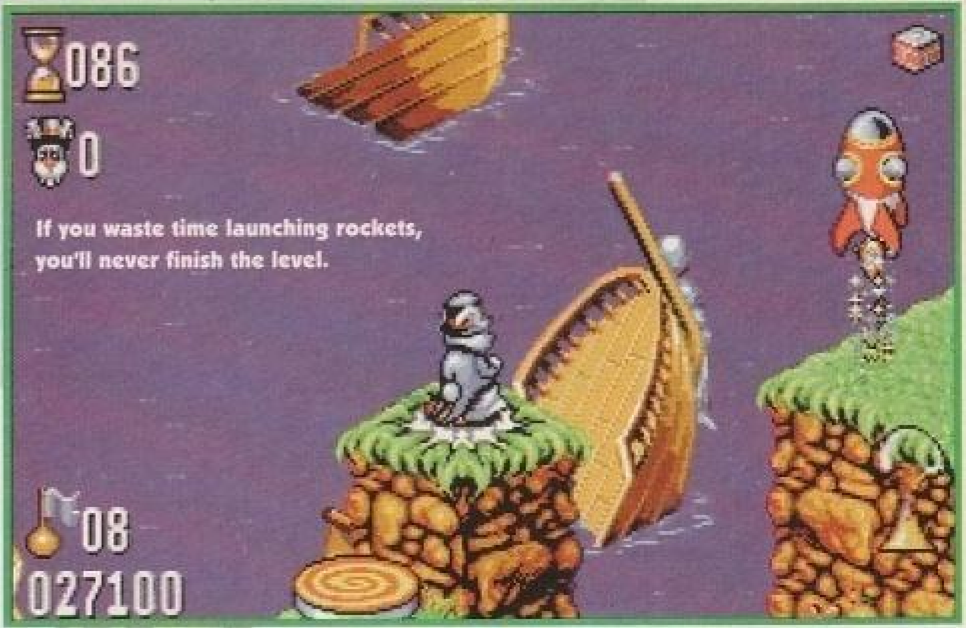
29 PERCENT

THE BOTTOM LINE

A500 Audiogenic will be re-releasing the original *Loopz*, which is the same, but apparently less, er, 'exciting' graphically, for £10.



Red and white things are bad. You must avoid them.



If you waste time launching rockets, you'll never finish the level.

WONDROUS COLLECTABLES THAT YOU DON'T HAVE TIME TO COLLECT

Here are just some of the fiendishly impressive icons you too can share in if you buy a copy of *Whizz*.

Wood. To get through wooden doors.

Bricks. To get you through bricky doors.

This is an egg timer. It gives you more time.

Ice. To get through icy doors.

Metal. To get you........oh, I give up.

WH

When I were a lad, a whizz was something

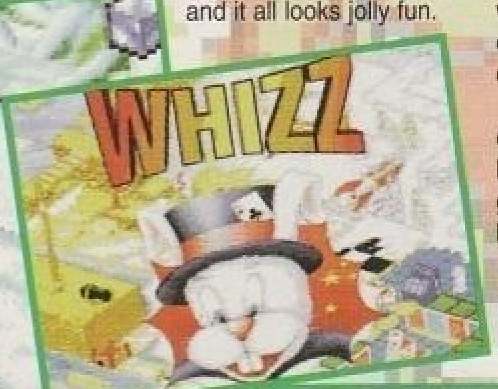
Runs on: A1200
Publisher: Flair
Author: In-house
Price: £25.99
Release: Out now

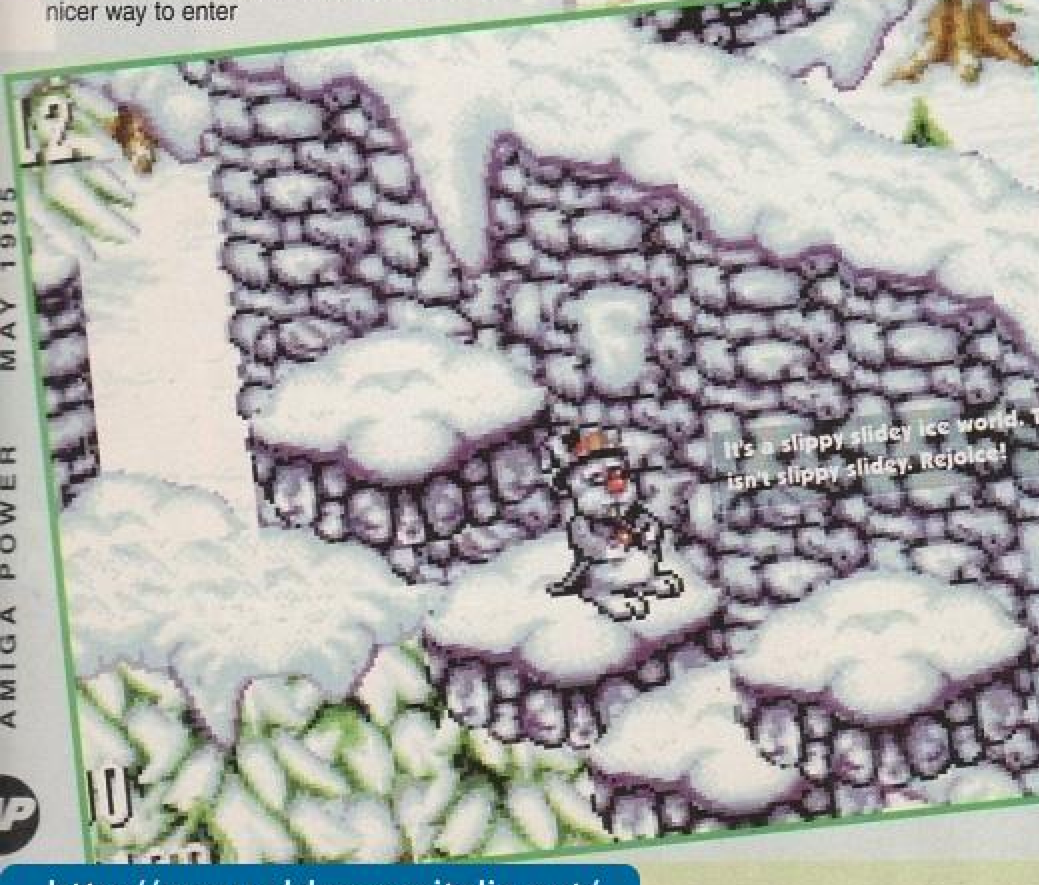
"Oh God," I thought. "My first review. They're going to give me a flight sim, aren't they? Or a wargame. Aagghh. No. Help." Imagine, then, my relief when JD handed me a copy of *Whizz*, a nice, cute, harmless 'isometric platform game'. What nicer way to enter the world of game assessment than to play a rabbit in a coat, venturing through a world of penguins, starfish and living chess pieces? Unfortunately, it didn't take long before the colourful and cheerful facade fell away to reveal a game that is in fact anything but nice or harmless.

Whizz is a fast isometric 3D game, one which would like to think it's a platformer but unfortunately is not. The box proudly states that the game's 3D perspective is the next step forward in platformers. And who knows? Perhaps they're right, but I'm afraid that *Whizz* fails to deliver the goods. Rather than being a platformer, it actually turns out to be more of a maze game, where you have to guide your rabbit chum from the start of each level to (no!) the end, where a hot air balloon awaits to transport him to (surprised gasp) the next level.

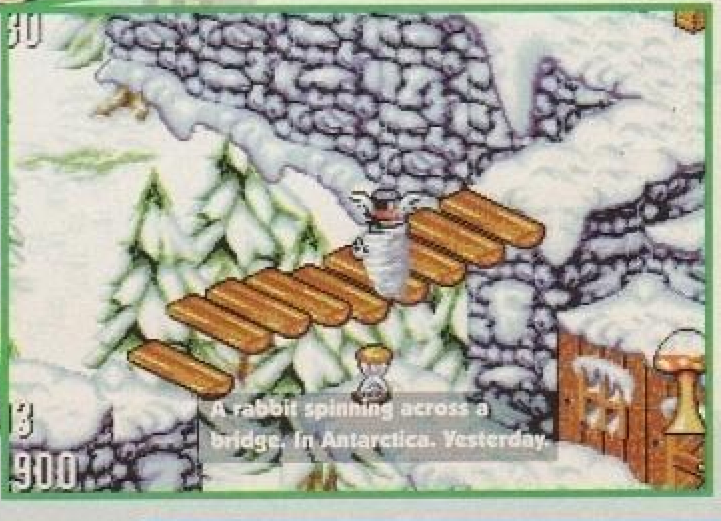
There are four worlds, each of which looks cheerful enough, with nice parallax scrolling in the background. There are a few rudimentary puzzles to solve along the way, and it all looks jolly fun. Or perhaps it might be if it weren't for the game's most obvious fault, the control system. You see, the whole game is geared towards doing things with great haste, there being a harsh time limit imposed on each level (more of which later). The problem is that, this being a isometric game, when you push up on the joypad the rabbit moves diagonally up and right. This can get very confusing when you're dashing around frantically trying to guess your way to the end of the level. It can also be irritating, as can the instances when Whizz (the rabbit) decides to take on a will of his own and jump in a direction other than the one you wanted.

The foul control system serves to enhance the game's second, and most heinous, problem – the time limits. So, a game like this probably needs time limits, but not ones of this magnitude. They leave you little or no room for error – if you stray off course more than a couple of times you can pretty much forget about

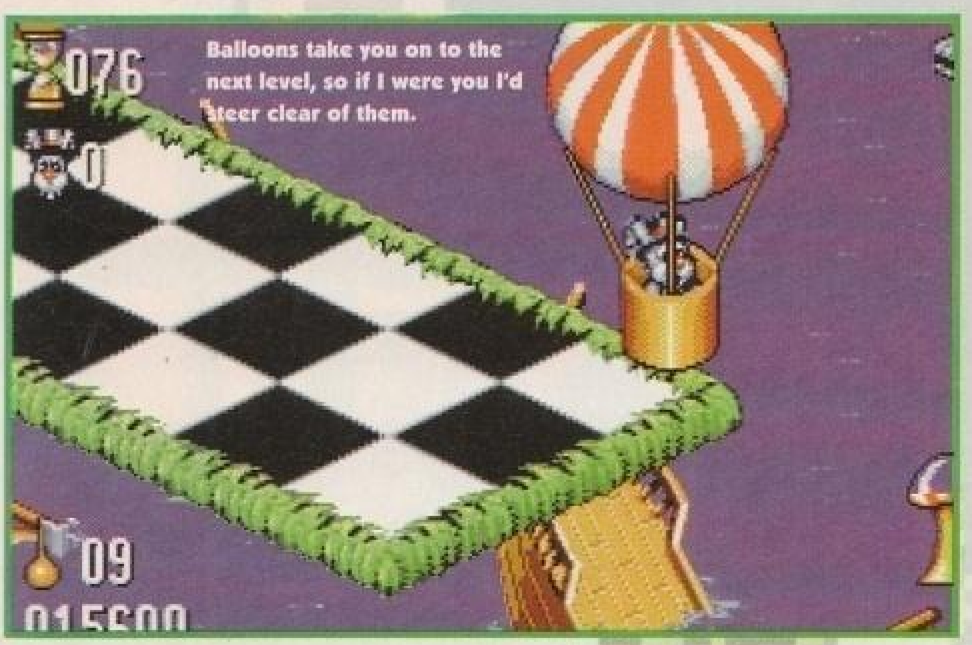




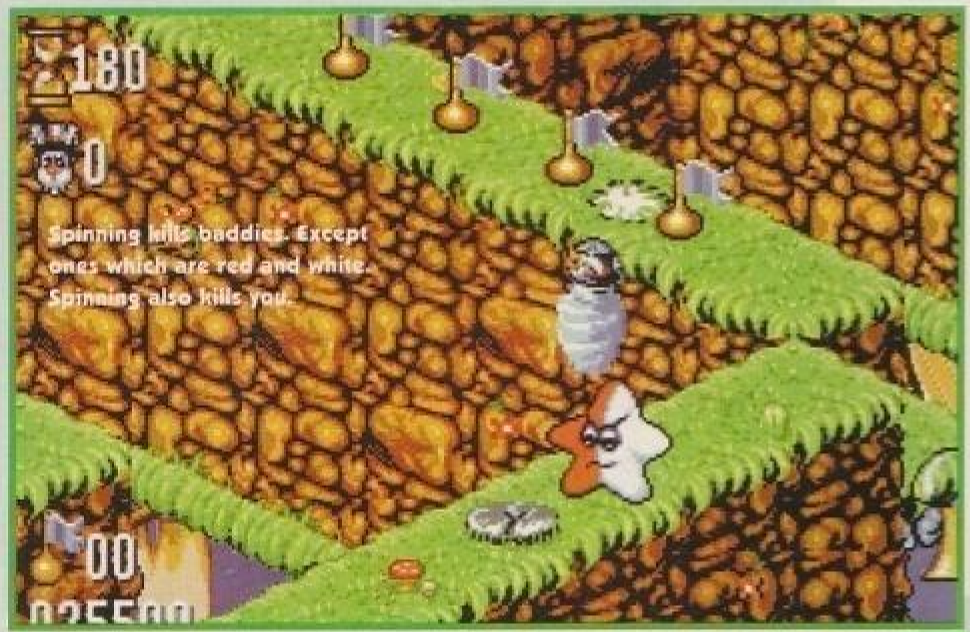
It's a slippy slidey ice world. That isn't slippy slidey. Rejoice!



A rabbit spinning across a bridge. In Antarctica. Yesterday.

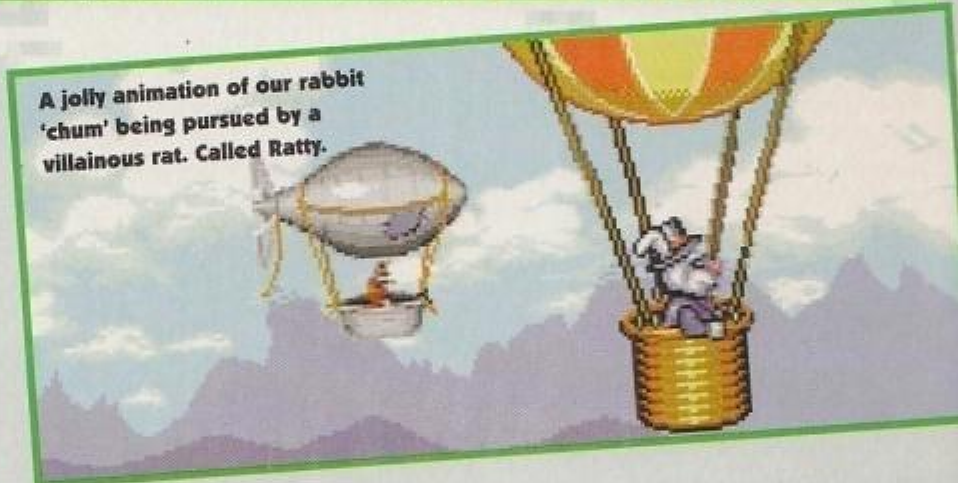


Balloons take you on to the next level, so if I were you I'd steer clear of them.



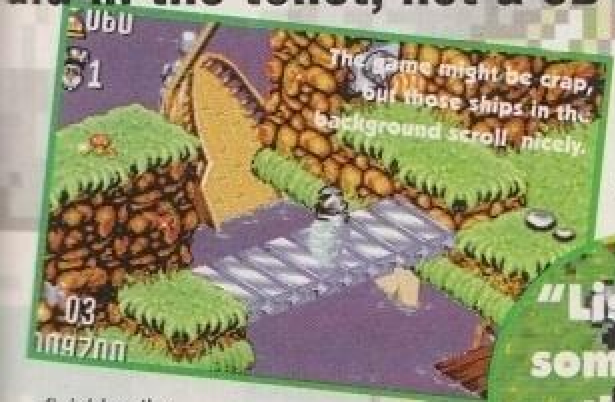
Spinning kills baddies. Except ones which are red and white. Spinning also kills you.

IZZ



A jolly animation of our rabbit 'chum' being pursued by a villainous rat. Called Ratty.

did in the toilet, not a 3D platform game.



The game might be crap, but those ships in the background scroll nicely.

finishing the level before the time runs out. This means that you can't try to complete the little sub quests like launching the four rockets you find on each level (which, incidentally, is the only way you can get extra lives). Lack of time also means that enemies are just things you try to jump straight over rather than fight.

Let's make one thing perfectly clear. I hate this game. I loathe it with an intensity unparalleled in the known universe. It's not the worst game in the world by any means, but it's just so... so... so infuriating. The control system is truly a thing spawned from the loins of Satan; the fact that finding your way to the exit is mainly guesswork and luck is a patently unclean flaw; and the vicious time limit is the product of a cruel and diseased mind. But these aren't the only impure traits that *Whizz* has to offer. Oh no.

> "Listen to something on the radio instead"

Let's move on to the sound effects and music, shall we? Although they are not a major contributor to a game's greatness, the sounds which come out of the monitor are nonetheless part of the gaming experience. So it's probably appropriate that a game such as *Whizz* should have annoying music and virtually non-existent sound effects. Thankfully, you can turn either or both off, and listen to something decent on the radio instead. Better still, you could just turn the computer off, and do something more interesting than playing crap games like this. Such as tearing all the hair off your body with sellotape.

The baddies which you come up against on your quest are less than impressive. Due to the time limit it's more sensible just to jump straight over them rather than bothering to kill them, but should you decide to indulge in violence, you'll find to your dismay that initiating a spinning attack (the only way to kill baddies or break through barriers) causes you to lose some of your energy.

Indeed, all the way through *Whizz* you get the creeping feeling that the game hates you. Everything it does seems to be geared towards hindering your progress unfairly, like how you can't jump off lots of platforms you clearly should be able to – a sinister and disturbing contrivance to LIMIT THE PLAYER'S FREE WILL, or how when you die, you're sent all the way back to the start of the level (tool of the devil), or how there's no save facility or password system. (Aarghh! Begone, begone, for thou art truly evil!)

Phew. Okay, now all that's off my chest, and because we at AP are all consummate professionals, we shall allow *Whizz* the chance to defend itself. The graphics are all right – nice and cute and, er, stuff. The puzzles, though not in any way taxing, offer some variety in the gameplay, and the game recognises a two-button joystick, which is a good job because trying to play it with a single-button one is a joke. Erm, and that's about it. *Whizz* isn't completely awful, but it's certainly below average.

● ***RICHARD DOIDGE***

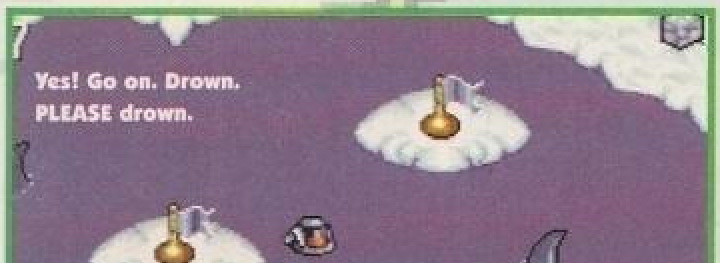
UPPERS Nice, colourful graphics. It's fast, and certainly a challenge.

DOWNERS Annoying control system, foul and unfair time limits, purely incidental baddies and collectables, nasty gameplay quirks and really naff sound effects.

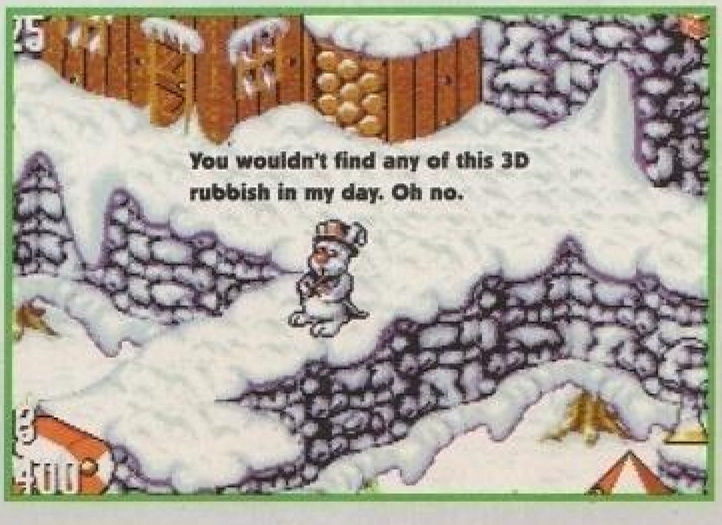
THE BOTTOM LINE

The idea of a fast 3D platformer is a good one, but *Whizz* falls a long way short of the mark. The shoddy control ruins the game, and it seems that the time limit has been made excessive to try to make up for the baddies and puzzles not being challenging enough.

41 PERCENT



Yes! Go on. Drown. PLEASE drown.

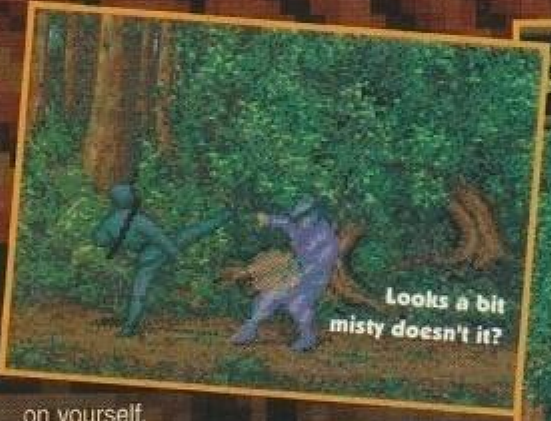


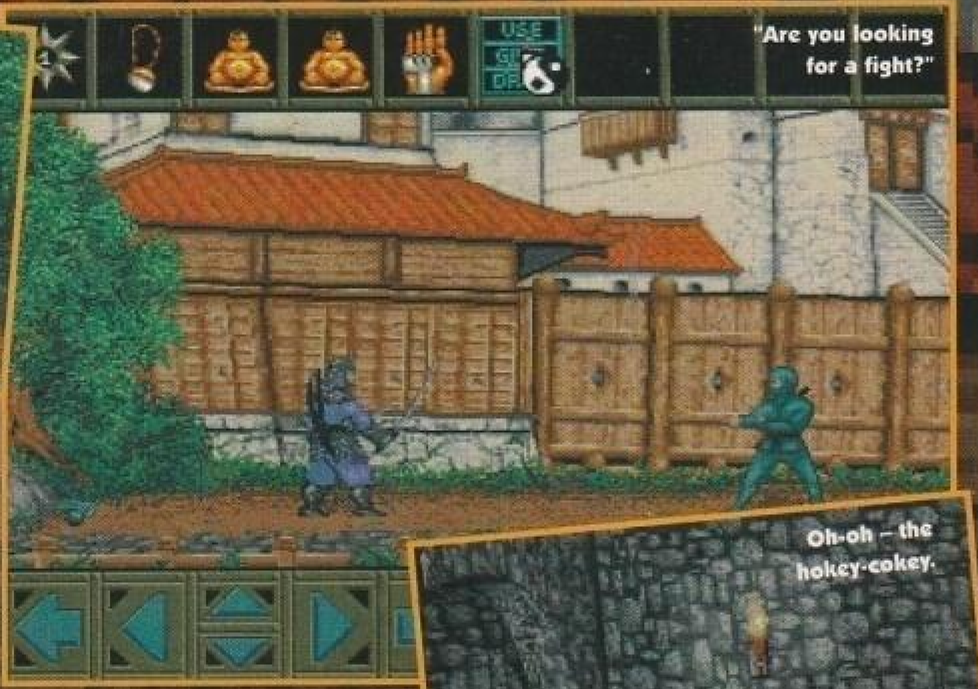
You wouldn't find any of this 3D rubbish in my day. Oh no.

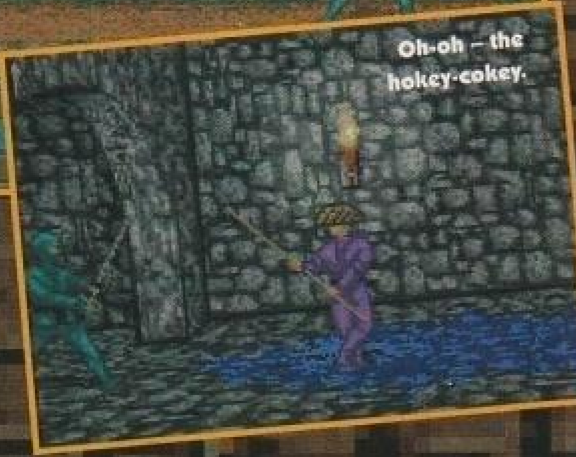
SWORD OF HONOUR

The coward does it with a kiss, the brave man with a sword...

Runs on: A500, A600
Author: Dynafield Systems
Publisher: Megatronix, 21 Tiled House Lane, Brierley Hill, West Midlands, DY5 4LG
Price: £20
Release: Out now


Looks a bit misty doesn't it?


"Are you looking for a fight?"


Oh-oh – the hokey-cokey.

At least it's got an interesting title. Can you guess what it's all about without looking at the screenshots? (And no peeking.) Yep, it's ninja time. And a ninja with a quest. The Sword of Honour (hence the name) has been stolen by some evil people and, hired hood that you are, it's your job to get it back. Time to fight.

The game is simply laid out, but scratch the surface and you'll find some interesting bits. Each level, of which there are four main ones and a small fifth one, is split into single screens. On some of these screens there's more than one exit. You might be able to go up or down as well as left or right as normal. These exits are also very subtly drawn into the scenery, but after a while you get used to them. What this means for the player is exploration. There are plenty of items for you to collect – some good, some great. And some you can even use as bribes to get past people you'd rather not fight. Don't offer the wrong item, though, or they'll take it off you anyway and still try and whack you round the head with a big stick. As well as items to use and/or bribe people with there're weapons lying around the place that come in handy later on.

So there you have it. Go from screen to screen, double back on yourself, collect something, use something, find a weapon, bribe someone and then finish the level. It's that simple. And thanks to a pleasant mouse control system (you can use a joystick as well, but the mouse is better) you can access all sorts of moves quickly and, more importantly, get out of trouble when you need to.

BUSHIDO

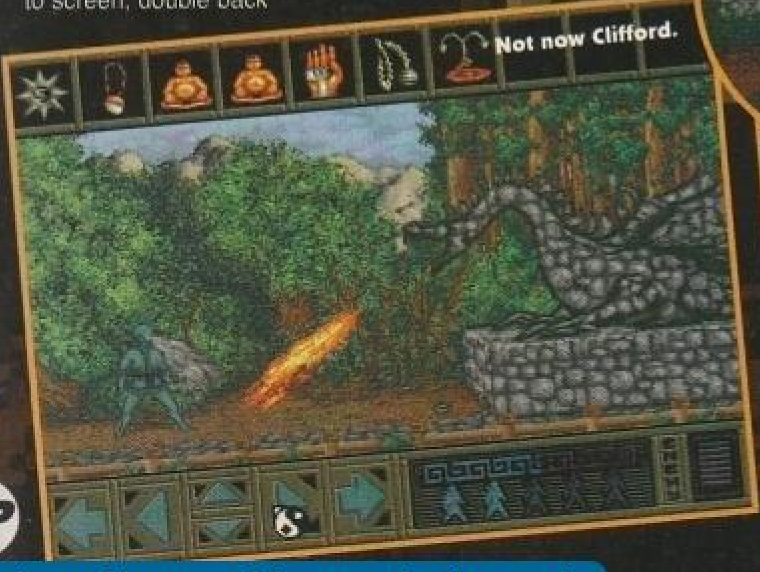
There's plenty of attention to detail, okay animation and some really cool scenery and characters. But although the game is polished and playable, it's just too dull and too easy. After a couple of plays, I really got into it and liked wandering around from screen to screen collecting things and all that. But a couple of hours later I found myself on level three, doing the same things I'd been doing on level one. Only the graphics were different. A bit more play (I'm a sucker for punishment) finally got me onto level four, and not long after that level five beckoned.

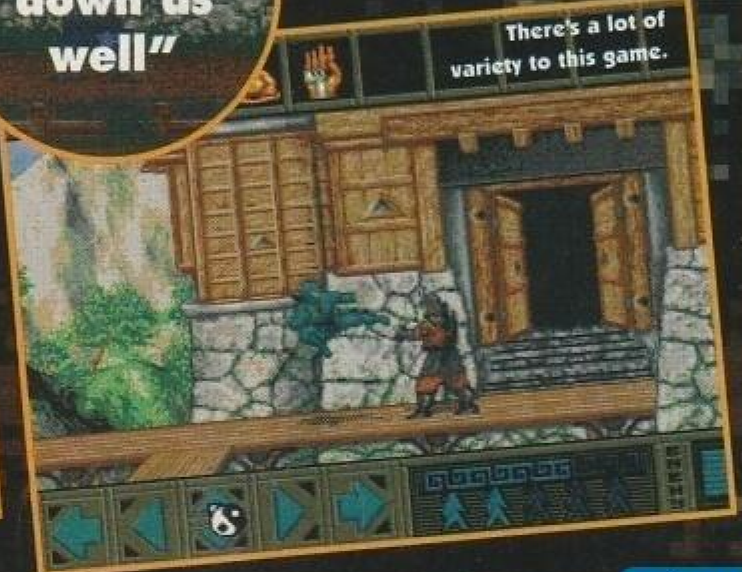
The reason for this rapid progress had more to do with the infinite continues than my gameplaying skill (although obviously that played its part), and even though you only continue with the lives and items you had when you started the level, and don't get all your lives back, cracking the first couple of levels gave me enough spare lives to make easy work of levels three and four. I've stopped at the end of level five because there's a stupidly hard creature I can't beat. And I'm bored.

Sword of Honour is a passable idea, and lots of it works (the level design, the characters, the animation and the backgrounds), but the initial hook of playing something that requires a bit more thought than usual quickly fades and you're left with a repetitive walk about and fight thing.

● PAUL MELLERICK

"Go up or down as well"


Not now Clifford.


There's a lot of variety to this game.

UPPERS *Sword of Honour* looks great with some smooth animation and scenery. And for the first hour or so you're always wondering what's going to appear on the next screen.

DOWNERS But after a while you realise it's just the same level as before with a different looking character in it and a slightly altered background. There's just no variety. Ever.

THE BOTTOM LINE

Initially intriguing and enjoyable, it quickly turns dull and samey. If only there's was something a bit more substantial to it.

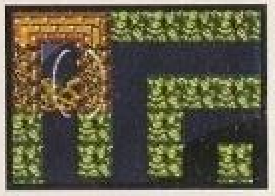
55 PERCENT

THE BOTTOM LINE

A1200 For some reason the game doesn't work with an A1200. At all. And never will, I suspect.

POINTS OF VIEW

Unusual things have been happening this month at AP. All these red arrows are sadly familar, however.

	 TFX	 MAN UTD: THE DOUBLE	 EXILE A1200	 SUPER LOOPZ	 ANTS	 WHIZZ	 SOCCER SUPERSTARS	 SWORD OF HONOUR
JONATHAN DAVIES	Subtle ★★★★	Haven't played it	I remember this ★★★★	Almost imperceptibly diverting ★★	Ignore them, it's great ★★★	Awful ★	Awful ★	Awful ★
CAMERON WINSTANLEY	Too much sim, not enough game ★★★	Haven't played it	Same as *Exile*, more or less ★★★★	Mindlessly fun ★★★	Ghng... hate ★	Hnng... why? ★	Haven't played it	Low quality, low fun ★
STEVE FARAGHER	Haven't got an A4000	Too much 'Fiddlin abaht' ★★	Super, this ★★★★	Not super ★★	Nay ★★	Nay ★★	And thrice nay ★★	And another nay ★
JONATHAN NASH	Lock missile; press space; repeat ★★	Haven't played it	Pity the programmer's dead ★★★★	Misses the point ★	An idea looking for a game ★	Not on the electric fence ★	The game spoils the free football ★	PD *Fist* + ★
PAUL MELLERICK	Haven't played it	What's double one star? ★★	Flash or what ★★★	Super dead end ★★	I can't see them ★★	Quick... Run...! ★	I said run! ★	Aah, that's better ★★
RONNIE KRAY	We're mad, aren't we Reggie?	We just don't know what we'll do next	Evening, Jack	Stabbity stab poke stab	Gold! Always believing!	Got 140 lights?	Hnnnghhk (clomp)	Haven't played it

ON SALE 18TH MAY

NEXT MONTH

MARVEL AT OUR YOUTHFUL VIGOUR...

...and then be astonished when we remind you that AMIGA POWER is 50 issues old next month. We do not ask for cards or gifts, only that you join us in nostalgic celebration. AP50 will be sure to cause tears to well in your eyes – and not just because it'll cost (nnghh) £4.25.

the internet magazine

.net

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Big business and Big Brother are out to get you. Is this the end of the Net as we know it?

Jean-Jacques Beineix – from *Betty Blue* to cyberspace

Where do computers go when they die?

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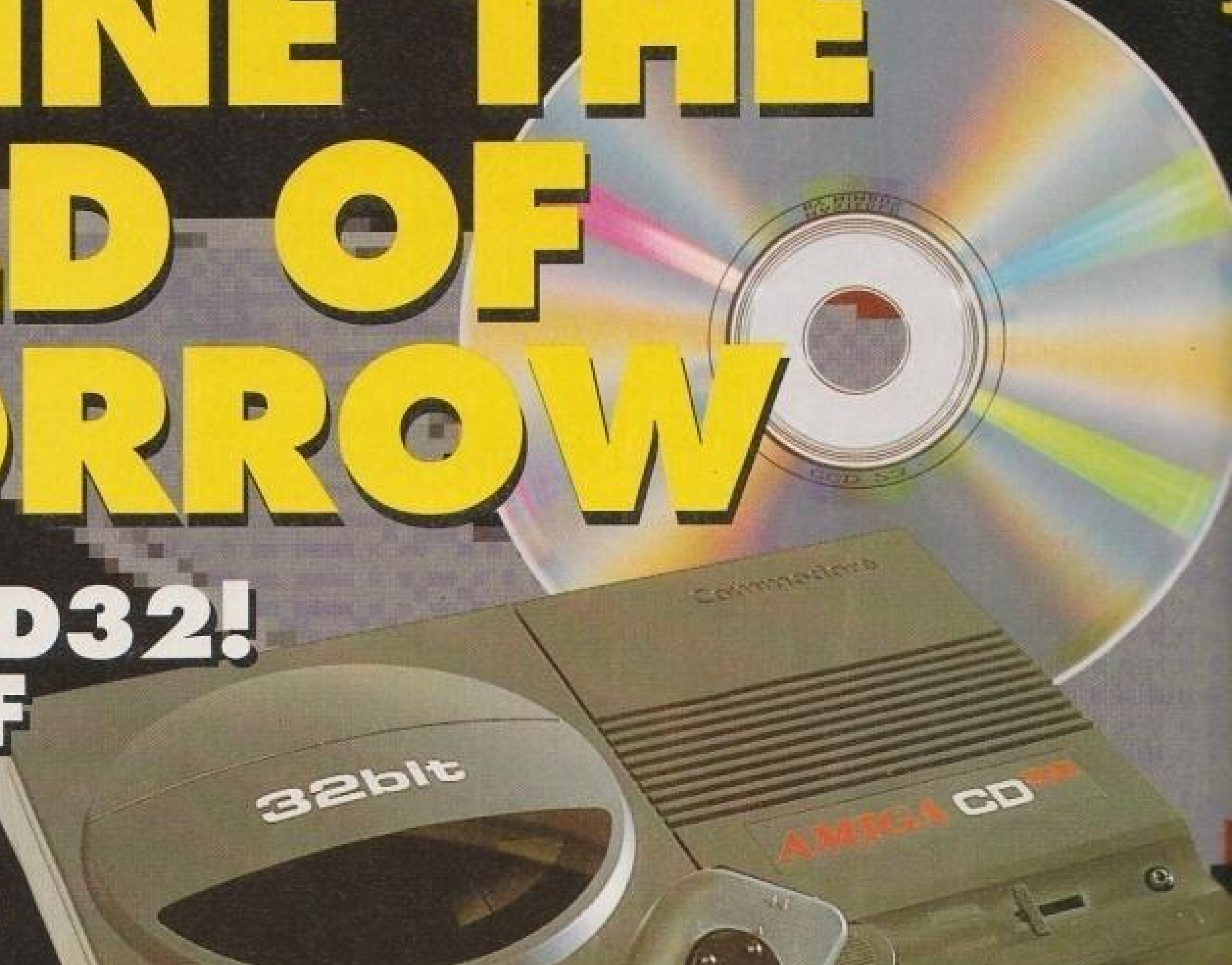
for netsurfers
the world over

Future Publishing

IMAGINE THE WORLD OF TOMORROW

AND WIN A CD32! AND £100 OF ACID GAMES!



CDs are, we are informed, the future of computer gaming. Floppies are well and truly dead. If it ain't silver, it ain't happening. Apparently.

So this month, never ones to shy from the latest electrical technology, we have taken this new medium into our bear-like embrace and produced an optional 'CD edition' of AMIGA POWER. (And certainly not because we're practising to be a PC magazine. Or anything.) You may even be reading it now.

JOIN THE REVOLUTION

Or perhaps, owing to financial restrictions or just plain fear, you don't own a CD32. If that's the case, rejoice, because our long-standing pals at Acid Software (or, at least, their UK-based agents) have volunteered a CD32 and £100-worth of games to play on it, including AP-adored titles like *Super Skidmarks 2*, and the AGA-only *Roadkill* and *Guardian*.

Their reasons for this unexpected bout of generosity? Sheer philanthropy, mainly, but also a desire to plug ABC, the special programming language they use to write all their games, which is being released to the public in late April and could make you a hero.

So enter, and if you win you could always return to your newsagent and buy the 'CD edition' of AP, pouring more pounds into the pockets of our spreadsheet-sporting 'superiors'.

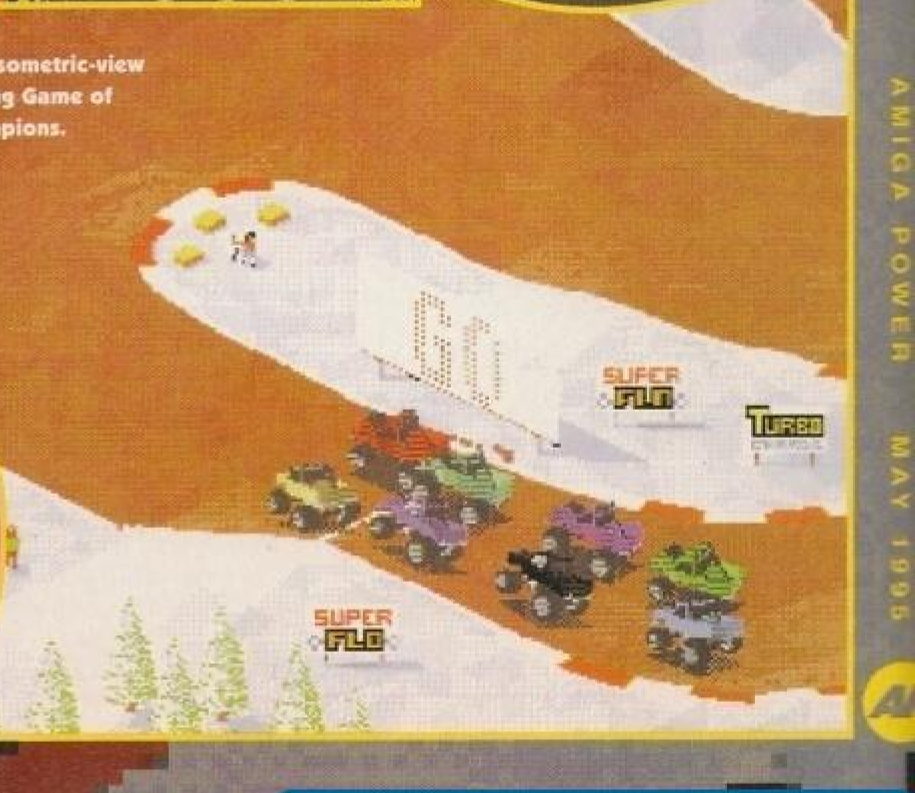
A PICTURE OF THE FUTURE

You can store music on CD, computer games, books, and even feature-length movies. What next? Well, that's what we want you to determine. Tell us briefly, including illustrations if necessary, about something else that could be compressed onto these magical silver platters. You might envisage a CD-Wardrobe, for example, featuring a CD player connected to a knitting machine and some sort of high-speed unpicking device. Or a CD-Bank, which scans in £5 notes, checks them for authenticity, shreds them, and then prints them out again on some sort of laser printer at the request of its customers. You see? Whatever you hit upon, send your invention to A Boot Stamping On A Human Face Compo, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to arrive by May 31st, 1995.

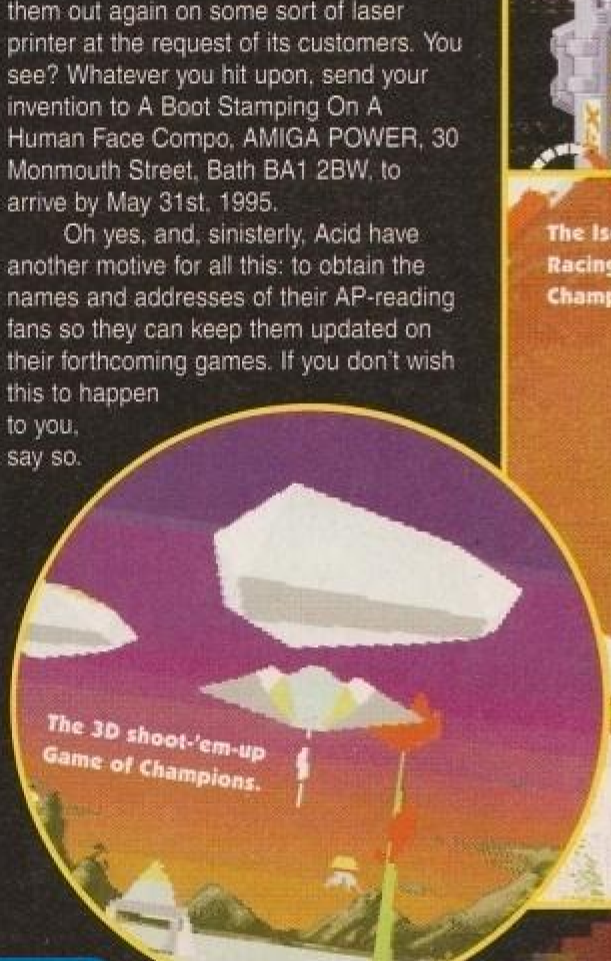
Oh yes, and, sinisterly, Acid have another motive for all this: to obtain the names and addresses of their AP-reading fans so they can keep them updated on their forthcoming games. If you don't wish this to happen to you, say so.

The Overhead-view Racing Game of Champions.

"Go for the Super Jackpot!"



The Isometric-view Racing Game of Champions.



The 3D shoot-'em-up Game of Champions.

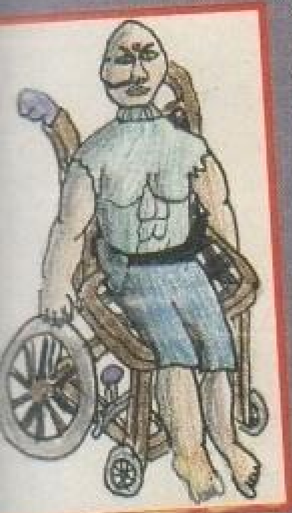
THE RULES

1. Employees of Future Publishing and Acid Software may not enter.
2. Entries arriving after 31st May, 1995 will remain locked in the past.
3. The editor's decision is final.

I CHALLE

One of these days we'll learn not to do this again.

As we opened the 563rd entry featuring a ripped-off *Street Fighter 2* character brought up on the streets of The Bronx/Detroit/Chicago, we began to question the validity of this whole design-a-new-combatant-for-*Shadow Fighter* competition. What is it with you people? Do you think that because you've drawn a chef's hat and an apron on your character we won't notice he's been traced from a picture of Ken?

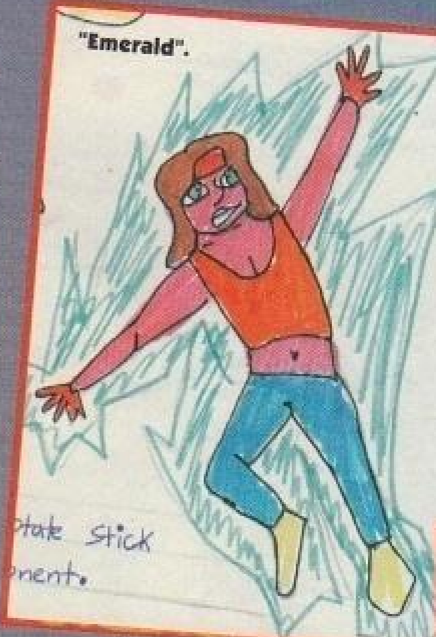


Fortuitously, quite a few of your pictures and complicated background histories made us laugh and the day was saved. Our urge to destroy the expensive Sony television offered to the overall winner passed, and we arranged the entries in reverse order. Like this.

THE EVEN WE WOULD SHY AWAY FROM THIS ONE AWARD

for **Rhys Goodwin** of Cardiff

"Suntar was struck by a massive bolt of lightning. The large surge of electricity exploded most of the nerves in the lower half of his spine, leaving him with only a small amount of feeling from the waist down and putting him in a wheelchair for the rest of his life," ran the origin of Goodwin's fighter. "He is strapped in so he doesn't fall out," he explained while describing Suntar's back-flip arm jump manoeuvre. We had to put the paper aside at that point for fear of injuring ourselves.

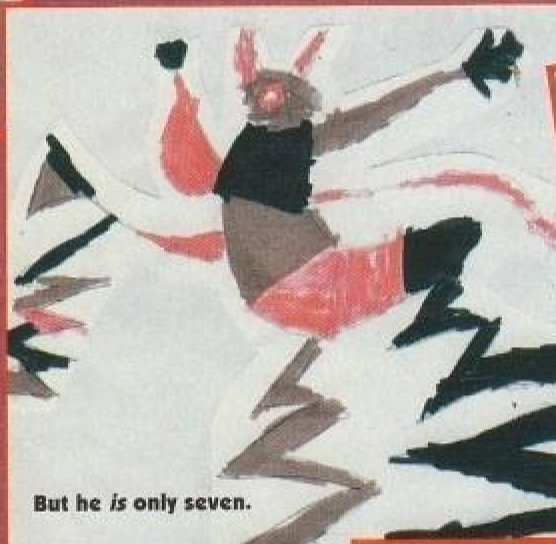


"Emerald".

THE PHEW, THAT WAS CLOSE AWARD

for **Oliver Smith** of Fishguard.

Smith's minimalist approach to motivation impressed us. Emerald, an "inexperianced" goddess, is thrown out of "the heavens". "DAMN YOU!!" she snarls lop-sidedly, "I'll be BACK!!" One transportation effect later, and Emerald is on Earth. "Prove you are strong in the 'tornament' and you can join us back in 'the heavens'," explains a green god. And what's happening in the next panel? A 'tornament'. Phew, that was close.



But he *is* only seven.

THE AH BUT ISN'T IT SWEET, AND HE'S ONLY SEVEN AWARD

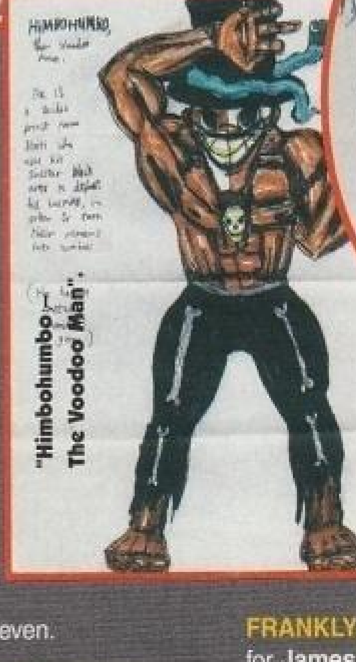
for **Thomas Saunders** of Darfield.

Ah, but isn't it sweet? And he's only seven.

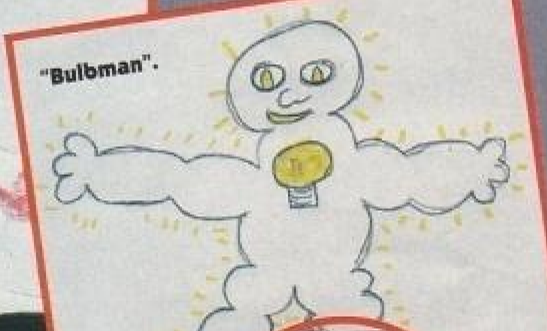
THE FEETS DON'T FAIL ME NOW POLITICAL CORRECTNESS AWARD

for **Sam Thompson** of Harpenden.

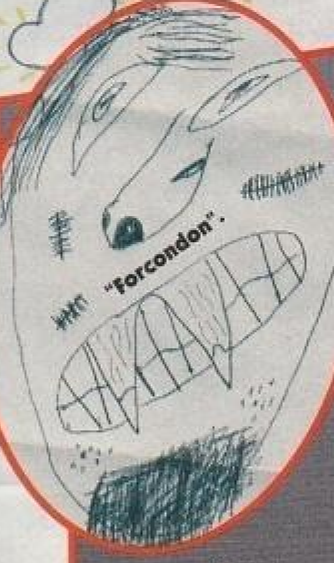
Thompson's Himbohumbo – The Voodoo Man (He Has A Constant Maniacal Grin!) is a fighting man for the '90s. The 1790s, that is. Etc. The associated award for Social Understanding went to a blessedly anonymous entrant for Jake Street, the smelly purse-stealing beggar.



"Himbohumbo The Voodoo Man".



"Bulbman".



"Forcondon".

THE INEVITABLE FRANKLY, THIS IS CRAP AWARD

for **James Mitchell** of Ospringe.

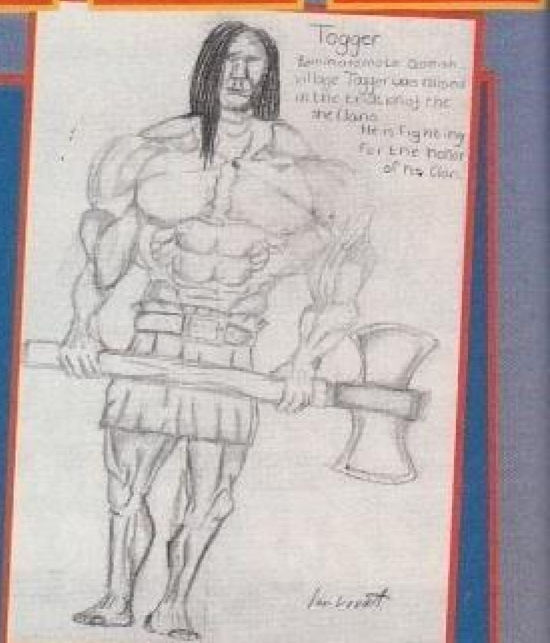
"Forcondon was a Formula One racer when he got mutated and was made very angry," says Mitchell. Frankly, this is crap.

THE MY EYES! I'M TEMPORARILY BLINDED! AWARD

for **Lee Merrick** of Halifax.

SURELY THAT'S PHYSICALLY IMPOSSIBLE, REF

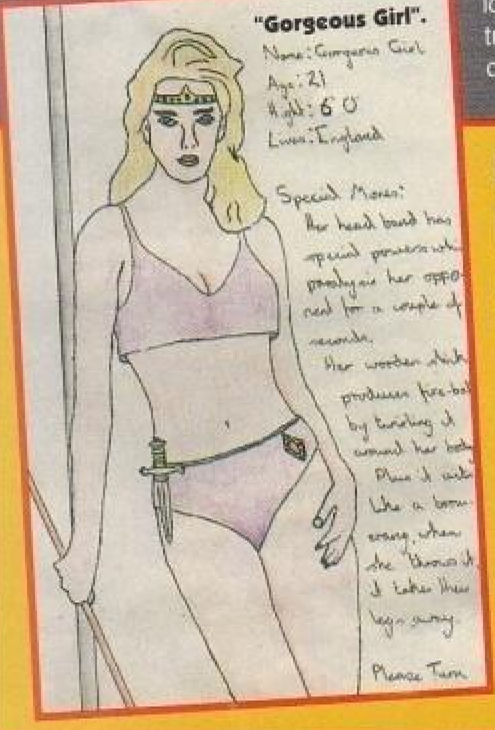
Second only in size to the sexy-girl-from-frustrated-adolescent series came the impractically-muscled-beefy-bloke entries. The office rang to cries of "The tension's all wrong!" and "Ugh!" and "He'd explode!" as we sifted through this voluminous stack. Outright winner was Ian Lovat of Didn't Sign His Address for Togger – not only impractically muscled, but standing, strangely, at an angle.



Togger
He is fighting for the honor of his clan

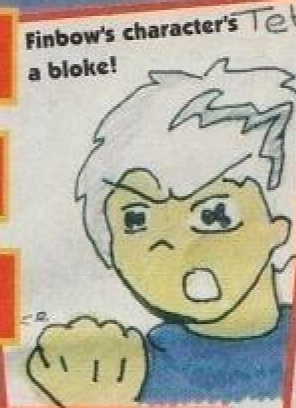
PHWOAR, EH LADS!

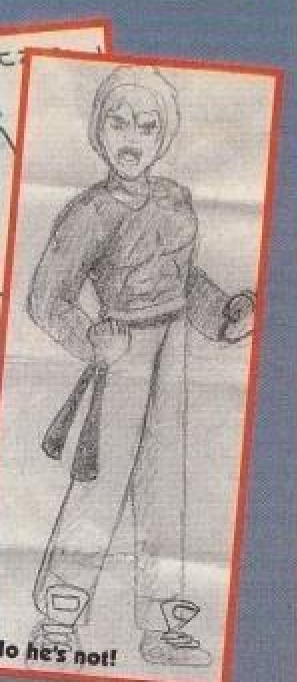
Second only in size to the copied-from-*Street-Fighter-2* pile came the sexy-girl-from-frustrated-adolescent entries. It is not our place to mock and scar emotionally the almost-grown-ups behind more than 35 near-identical dominant-woman-in-skintight-costume characters, so we shall simply say that Gorgeous Girl by Anthony Hobbs of Northampton came top in this category by virtue of not being from (hngh) Detroit.



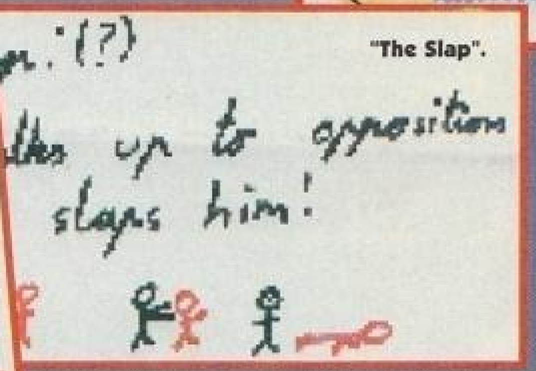
"Gorgeous Girl".

NGE


Finbow's character's a bloke!


No he's not!

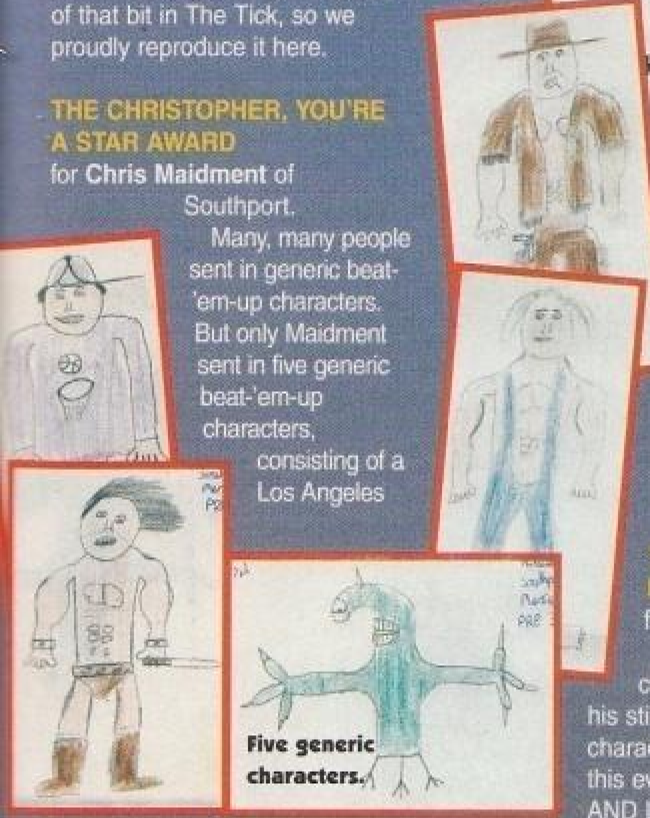
Merrick's Bulbman (age: 35-60) can hypnotise his "apolents" by shining his bulb in their face. It reminded us of that bit in The Tick, so we proudly reproduce it here.


"The Slap".
Slap: (?)
lks up to opposition
slaps him!

THE CHRISTOPHER, YOU'RE A STAR AWARD

for **Chris Maidment** of Southport.

Many, many people sent in generic beat-'em-up characters. But only Maidment sent in five generic beat-'em-up characters, consisting of a Los Angeles hard lad, a Western gunslinger (With Deadly Hat!), a wrestler, a footballer (With Some Neat Special Moves!), a barbarian and an alien. Christopher, we salute you.


Five generic characters.

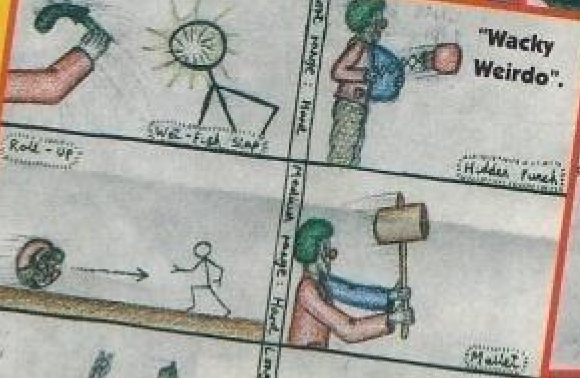
THE MILK CAME OUT OF OUR NOSE AWARD

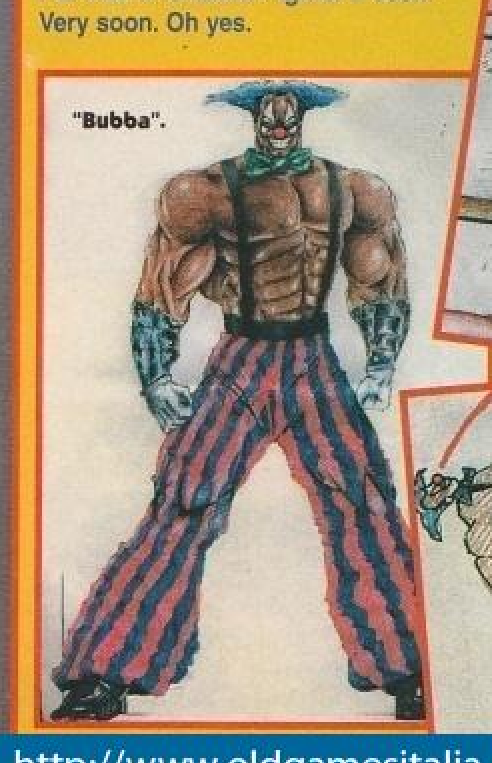
for **David Jeffery** of Lincolnshire.

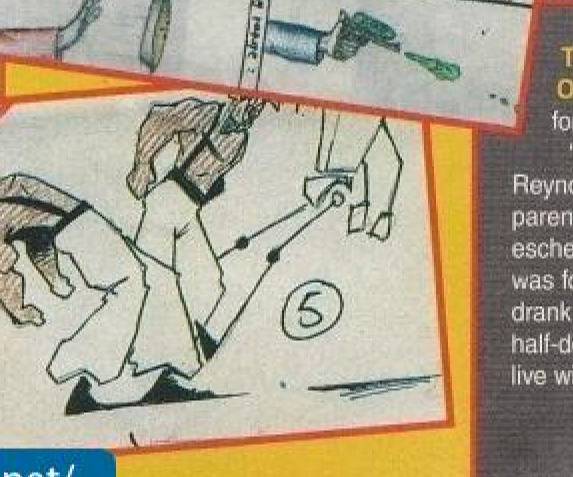
Jeffery's ludicrously poor character was redeemed fully by his stick-figure illustrations of the character's special moves. Examine this evocative sequence for 'The Slap' AND LAUGH.

THE WINNER! AND ANOTHER ONE!

When all is said and done, when all the entries have been examined and all the people who eagerly told us their ages for no discernible reason other than to excuse the poor quality of their work have been processed, there can be only one winner. Except there's not. Cleverly analysing the mighty beings of AMIGA POWER, several entrants submitted Scary Clown Characters. It came down to a contest between the imposingly well-drawn Bubba by 'LG', and Chris Brown of Finchley's characterfully special-moved Wacky Weirdo. Unable to make a decision we instead commanded Gremlin to supply TWO slightly less expensive televisions. 'LG' and Brown's composite clown shall be BATTLING THE EXQUISITE EVIL OF PUPAZZ in *Shadow Fighter 2* soon. Very soon. Oh yes.


"Wacky Weirdo".


"Bubba".



THE CAN'T... MAINTAIN... GENDER AWARD

for **Gary Finbow** of Middlesbrough.

THE SORRY, THERE'S AN ENTRY? AWARD

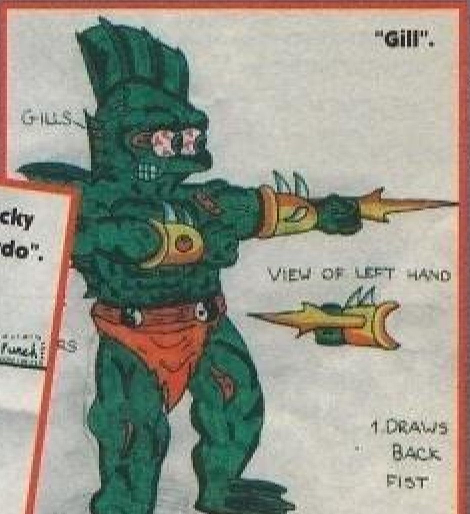
for **Master Peter Belcher-Truss** of Mole Cottages, North Molton.

We only got as far as the name. Master Belcher-Truss, we salute you

THE LUCKY WE KEPT READING AWARD

for **Joona Palaste** of Finland

"The six funniest fighters ever in a computer game!" boasted Joona of his (or her) (sorry, Joona) characters. Five of them were crap, but we fell in love with Number Six. "Mairiam is a sweet damsel from France. She studies art in the Paris University and likes flowers very much. She has a special fondness for peas. She took up fighting because it looked like fun, and it could just be the right way for her to get a boyfriend." Her attacks – the gentle slap, currant bun and kiss of despair – all do "little damage." Natch.


"Gill".

THE ABSOLUTELY THE WORST ORIGIN WE'VE READ AWARD

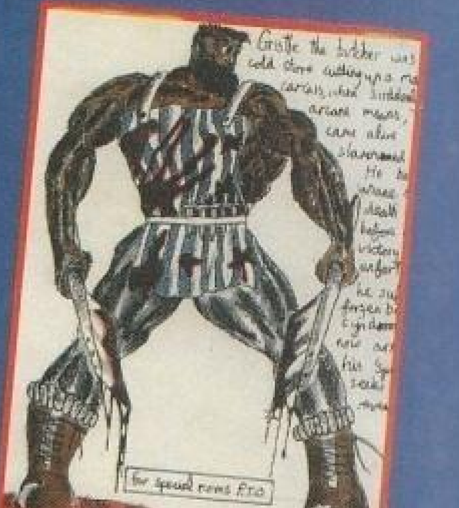
for **Mat Reynolds** of Clevedon.

"Gill was born in New York," begins Reynolds. "At the age of seven, his parents were killed by joy riders." We eschew the obvious parent/age joke. "He was forced to live in the sewers, where he drank toxic water that mutated him with a half-decomposed fish." If only he'd gone to live with, say, some relatives, eh?

THE BIG FOUR!

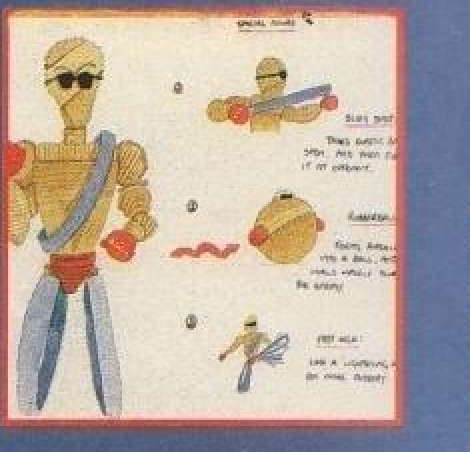
NUMBER FOUR: GRISTLE

Jed Richards of Bethsheda came up trumps with Gristle the Butcher. Driven mad by a three-week battle with a revivified cow carcass in his own cold store, Gristle uses his special knives to hurt people. His special moves are a bit predictable, but he's out of the ordinary – AND THAT IS WHAT COUNTS.



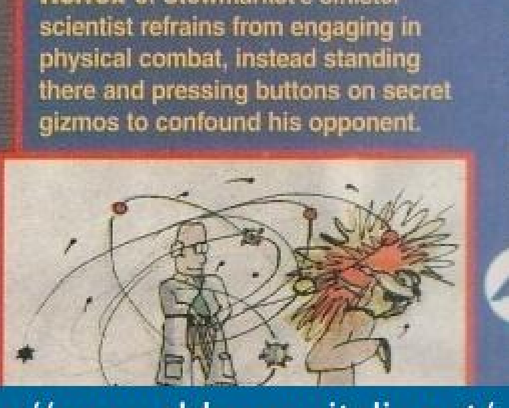
NUMBER THREE: MR BLACK/RUBBERBANDMAN

The benefits of multiple entries, eh? **Paul Naylar** of Cardigan exploited ruthlessly the cinematic preferences and elastic-band-ball-construction hobbies of AMIGA POWER with this Reservoir Dogs character and, er, rubber band man. Mr Black can perform moves such as the 'gun barrel roll' (where he forward rolls and fires up at his oppoent), the 'deadly shades' (revealing, quite properly, that he has no eyes) and the 'stuck in the middle' (where he boots his opponent around the arena). Rubberbandman can fire elastic bands at his opponent, roll himself into a gigantic ball and bounce upon them, or perform the dreaded 'fast kick' ("Like a 'lightning kick' but more rubbery," as Naylar says).



NUMBER TWO: THE PROFESSOR

A particular favourite of JD, **Barry Horrex** of Stowmarket's sinister scientist refrains from engaging in physical combat, instead standing there and pressing buttons on secret gizmos to confound his opponent.



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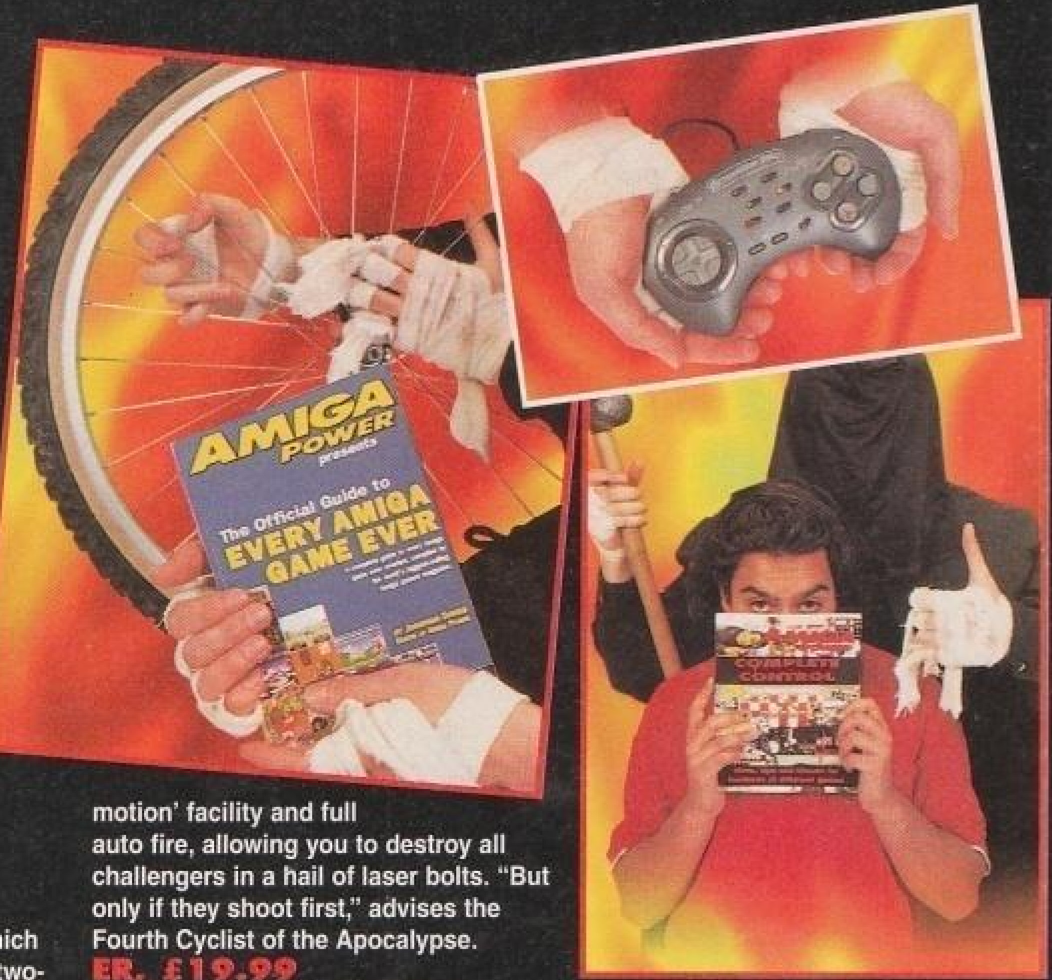

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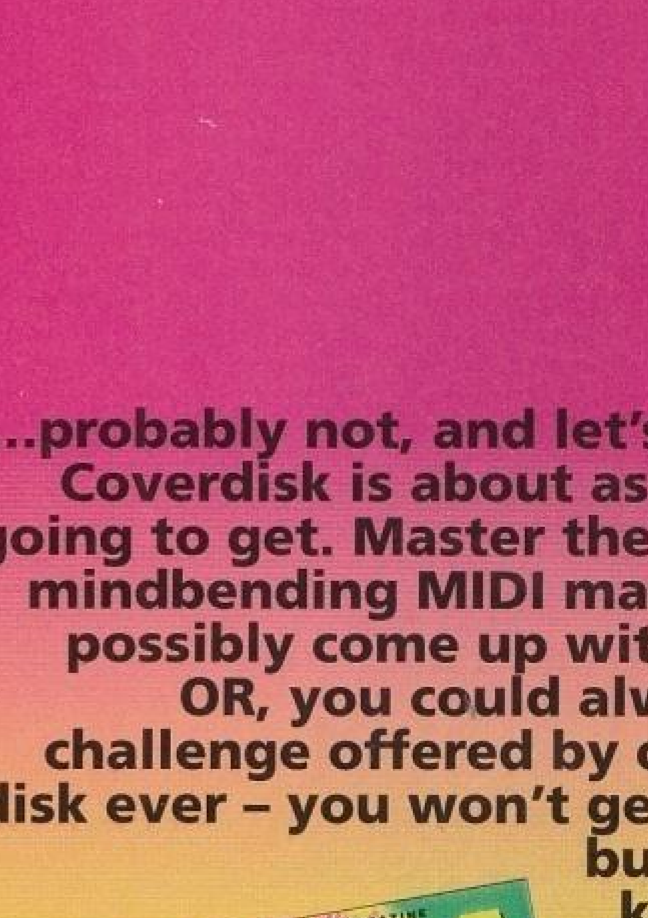
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AMIGA FORMAT Issue 71 On sale NOW!

COVERDISKS: BARS&PIPES, ALIEN BREED 3D, DEATH MASK
FEATURES: MAKING MUSIC, SERIAL LINK GAMES
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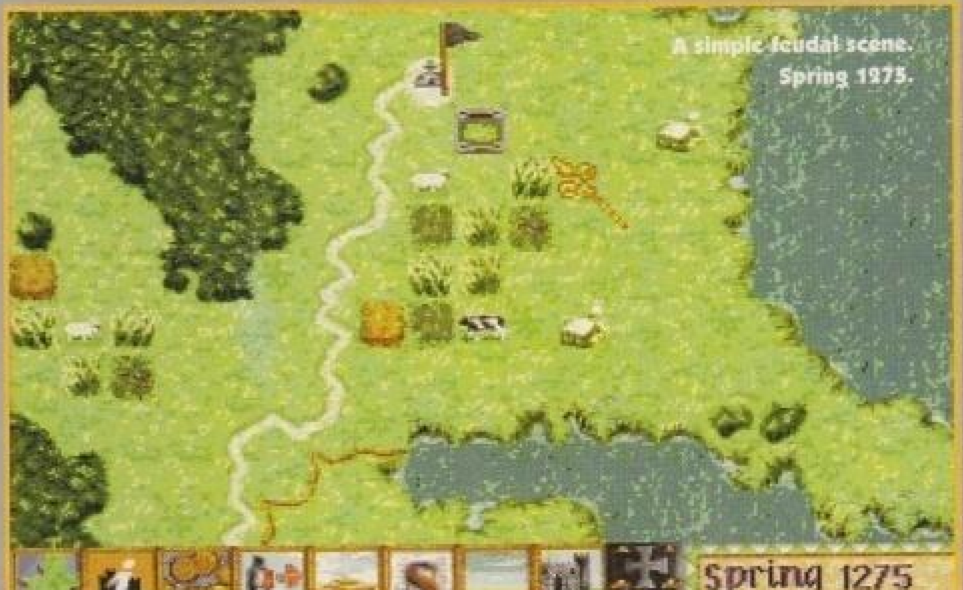
COMPLETE CONTROL

Hey! You paid good money for your Amiga and television/monitor, joystick and subsequent collection of games. So don't let it get the better of you – show it who's boss with a little help from the ever effervescent Rich Pelley and his magical, mystical (if easing on the predictable), COMPLETE CONTROL

LORDS OF THE REALM

(Impressions)

"I have a cheat for *Lords Of The Realm*. I discovered it by accident when I tried to extend a castle. It generates lots of stone and wood which you can keep or sell, as you see fit. Build the User 4 castle supplied in the game (the triangular one). When it is built, go to Extend Castle and extend this castle, but actually make it smaller. It should be a smaller version of the User 4 castle and consist of one small back wall with a small, round tower at both ends, two small walls, one from each tower meeting a small gatehouse, with a small building within. Click on the End Design Work icon to build this new design. Now demolish it straight away. Your stocks of stone and wood should both now be up to 60,000 tons plus. And my name? [Reclines back into chair, smiles, gazes to the ceiling and waves finger knowingly]. Why, it's Austin, D Austin of Ipswich."


A simple feudal scene. Spring 1275.

8 PAGES OF INVALUABLE PLAYING TIPS START HERE

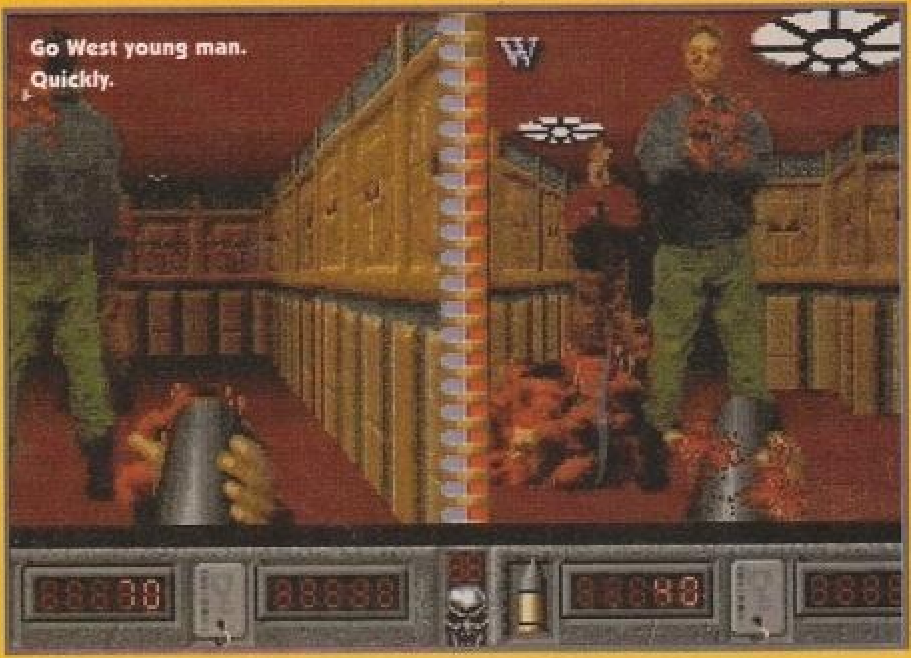
Bloodnet .66-67
Bubble and Squeak Demo .64
Charlie Cool .65
Death Mask .64
Dragon Stone .64
Lords of the Realm .64
Mortal Kombat 2 .65
Roadkill AGA .65
Super League Manager .68-69
SWOS .65

DEATH MASK

(Alternative)

More level codes.

Level two (Destroy Reactors): 52385
Level three (Destroy genetics): 22420
Level four (Kill zombie): 84843
Level five (Find mines): 22087
Level six (Find mines): 38615
Level seven (Find exit): 06395
Level eight (Find exit): 33224
Level nine (Shoot skull poles): 35527
Level ten (Kill aliens): 48962
Level eleven (Find exit): 65074
Level twelve (Destroy robots): 62438
Level thirteen (Find exit): 28283
Level fourteen (Destroy robots): 85325
Level fifteen (Destroy aliens): 10769
Level sixteen (Find mines): 25325


Go West young man. Quickly.

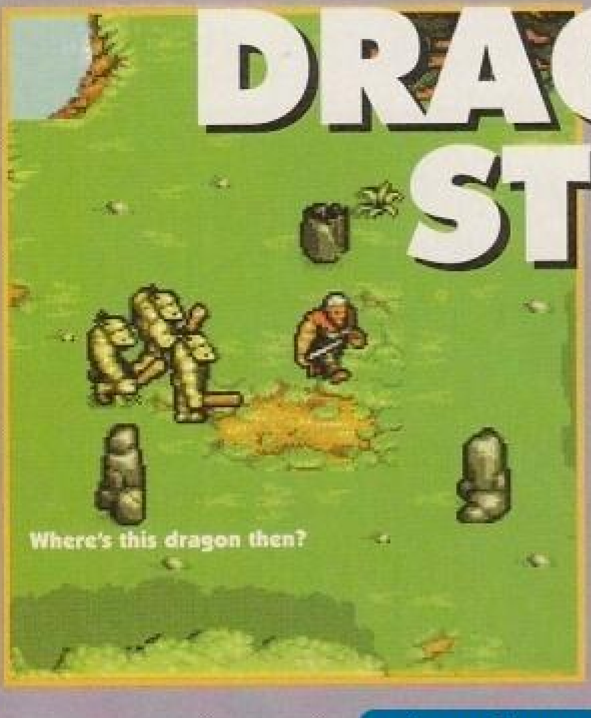
BUBBLE AND SQUEAK DEMO

(AP 47 Coverdisk)

"Just thought I'd tell you about a cheat for your demo on issue 47," writes Rhiannon Bigham of Coventry, clearly. "Type 'MAXIBABY' as the password and you will get an extra level called 'Aarcore'. Hope this is useful." It is. Thanks, Rhiannon.

Thanks, Rhiannon.

DRAGON STONE


Where's this dragon then?

(Core)

Level codes.

Level two: BypvHo-xLB-T5jkbkHN
Level three: rMEmyMyBAL8CTHnwTMHB
Level four: Br1Avk2-AtkCo5nwTkHB
Level five: By1Ayk3-xLI-T5nTbTac
Level six: Gr14yx-HLG-05nTbTacDragon Stone

CHARLIE COOL

Cool.

(Rasputin)
Pause and while playing type
CURRY AND RICE for 20 lives.
WAIT DA MAN – for infinite lives
BAD BOY – to skip the level
DREAMZONE – for invincibility
Now unpause. And that's it. Er, here's a screenshot...

ROADKILL AGA

Check mirror, engage first gear... Damn!

(Acid/Vision)
Track zero: LQPONTQNJO
Track one: LQPONRHCNM
Track two: LQPONUPQCK
Track three: LQPONTMBCH
And those were from Alex Simms of Sunderland. Um. And this is what the game looks like...

SENSIBLE WORLD OF SOCCER

(Renegade)
SWOS, eh? Swell or swiz? Terrific or tosh? Brilliant or bug-ridden beyond belief? The debate continues. Maybe you ought to hurry up with that free bug-fixing up-date disk, eh Sensible? Happy punters note that next issue we will actually be carrying the elusive fixing disk on the front of the mag, along with a new, improved demo of the fully working and totally great *Sensible World Of Soccer.*

We shall also be lining up individual members of Sensible Software against a brick wall and forcing them to endure half an hour of Jonathan's Aled Jones tape at maximum volume whilst Jonathan Nash pours banana flavoured yoghurt down their socks. And Sue will take some photos. Let that be a lesson to you, Sensible Software.

"I have found a cheat," claims a mystery person whose letter accidentally blew out of the window before I had a chance to note down the name and address, "which allows you to sign players free. Go to a team with an expensive forward, such as Manchester United (Cantona, £7 million). Look then for someone you wish to buy, say Collymore for £3m.

"Attempt to buy Collymore and the person at the bottom of Forest's Squad (Lee, 550K) in a swap deal with Cantona where no money changes hands. They should take this (if not, buy another player) and when you go into your squad you will have Collymore and Cantona but no Lee. When you go back into Forest's Squad Lee is not there but in his place they will have some guy worth millions!"

Aw, ref.

00 WINS
SUB-ZERO
39
00 WINS
CAGE
More blood, please.

MORTAL KOMBAT 2

(Virgin)
Considering the number of months the hoo-ha over the original *Mortal Kombat* and what-we-had-alleged-about-it took to die down, I was quite prepared (paraffin, box of matches and disused metal dustbin at hand) to totally ignore the AP47 *Mortal Kombat 2* tips - disgusting the majority of this month's Complete Control mailbag and get straight on with the juicy new stuff. But then I thought: "But maybe it'll be useful." And then I thought "And maybe it'll help to fill up some space too." So here it is: Everything you ever wanted to know about *Mortal Kombat 2,* which we either got wrong or forgot to mention the first time round.

"Oi! Pelley! No! You do not go around giving out false information about *Mortal Kombat 2.* Now pack y'bags and let me, the great Dale 'Dimrill' Bird of Cannock, explain the ones you got wrong.

Liu Kang
Wheel Kick: Block, Towards, Away, Up, Down, Release.

Rayden
Teleport: Down, Up.

Kung Lao
Teleport: Down, Up.
Mid Air Kick: Down, Down (at peak of jump).

Shang Tsung
Soul Suck: Block, Up, Down, Up, Release.

What's all this crap about morphing into more than one character? You can only turn into your opponent. And the move is... Towards, Up, Release, Fire

I should know. I've tried all these. Unlike you. Now don't do it again."

"To add even more blood and gore," writes Matthew Bailey of Plymouth, "do this. Pick Johnny Cage as your player, then at the end of the fight when it says Finish Him press Towards, Towards, Down, Up, Down and press the Fire button three times. Then instead of knocking just one head off your opponent, you will knock three heads off."

"Just to clear up the *Mortal Kombat* cheat that you printed last issue." Darren Lawrence of Essex, you'd better make this good.

"To get it to work, what you actually have to do is to go to the options menu and position the cursor on Done, and then type in the alphabet A to Z, press the Space Bar and repeat this about five times. And then, and only then, will the Diagnostics menu appear allowing you to cheat to your heart's content."

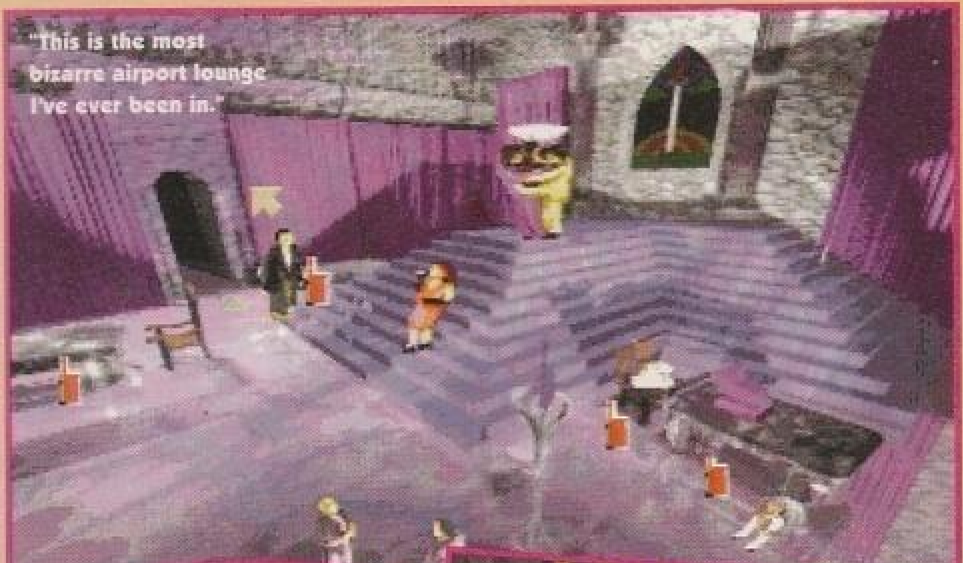
"Also," Guy Cocker of Filey, we hate you. "If anyone would be stupid enough to turn off the blood, they can do so by typing FIONA on the main menu."

DON'T FORGET

Every month, we give you previews, reviews, free demos and games, news, readers' ads, features, and an amusing back page. And we demand of you? Nothing, that's what. Except as many of your tips as you can manage, crammed as efficiently as possible into an envelope, and sent to:

Complete Control,
AMIGA POWER,
30 Monmouth Street,
Bath
BA1 2BW

BLOOD

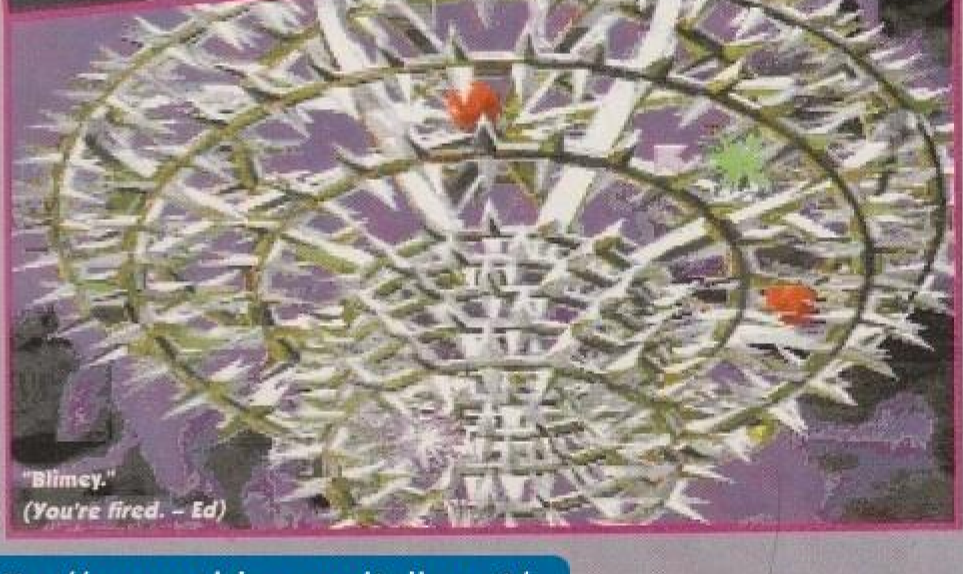


"This is the most bizarre airport lounge I've ever been in."

"Alright, who spilt all the milk? And left that hand grenade?"

"You'll never get a lift y'know."

"Blimey. This cinema is a bit empty."



"Blimey." (You're fired. – Ed)

Stuck in *Bloodnet*? Well get your teeth into these hints from Rich Pelley.

Here at AMIGA POWER, our views of tips vary enormously between various members of the team. For Cam and J Nash, they fall nothing short of "notes typed up by the Devils own secretary, ridding you of months of value and gameplaying pleasure in one foul swoop". Steve and Paul, on the other hand, believe that tips are only worthwhile "if they are all about football management games", while JD most sees them in the single light of "someone else's job".

In fact, it is only myself (and Sue) who believe that tips are indeed A Good Thing, providing you with an invaluable source of information for you to dip into at will, saving your bacon when you get stuck and thus in fact adding life and value to games that you would otherwise have no choice but to discard.

Bloodnet is just such a game. We are loath to print a complete solution if all you are going to do is you it to 'cheat' your way through the entire game. Yet we feel it our duty to provide some point of reference for when you get stuck.

A happy compromise would therefore seem, not in this case a lead-you-by-the-hand walk-through, but a brief summation of the goals you must achieve and the order you should do them in to finish the game the quickest possible way. And that, spookily enough, is exactly what we've got here...

1 Tackett's Lab

a) Get implant plans.
b) Get 4MB chip and place it in your decking unit.

2 Houston Matrix Rovers

a) Get a patch cord.
b) Talk to Larry Owen.

3 Abyss

a) Talk to Rymma Fizz.
b) Choose four characters to join your crew.

4 Metropolitan Museum of Art

a) Talk to Montgomery Taylor. (He will give you an invitation to the Hellfire club if you answer 'No' to his first question.)

5 Central Park

a) Talk to Kimba West
b) Talk to Sander Tomalin. (You have to talk to him twice in order to give him the implant plans. He will give you a lockpick databasem smaria soulbox and a 4Mb Chip. Put the soulbox into your decking unit.)
c) Talk to Mother Mary on the second Central Park screen.

6 Cafe Voltaire

a) Talk to Oscar Nandez (second screen.)
b) Talk to Lenora Major.

7 C-Space

a) Goto 'medium' well.

8 Kafka Conspiracy

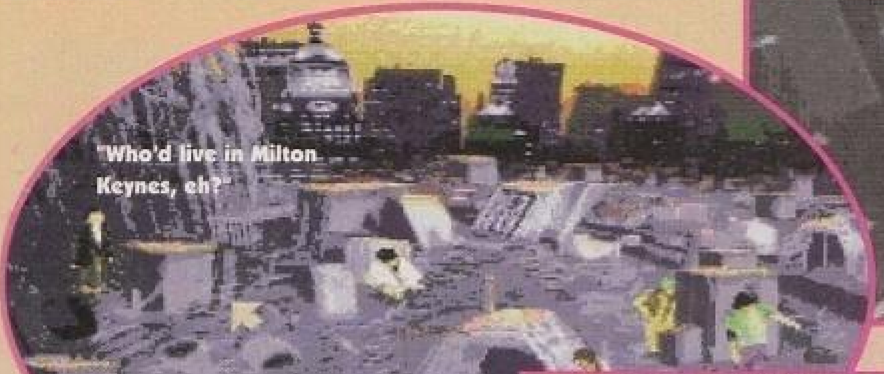
a) Talk to Coover Tristan.

9 Electric Anarchy

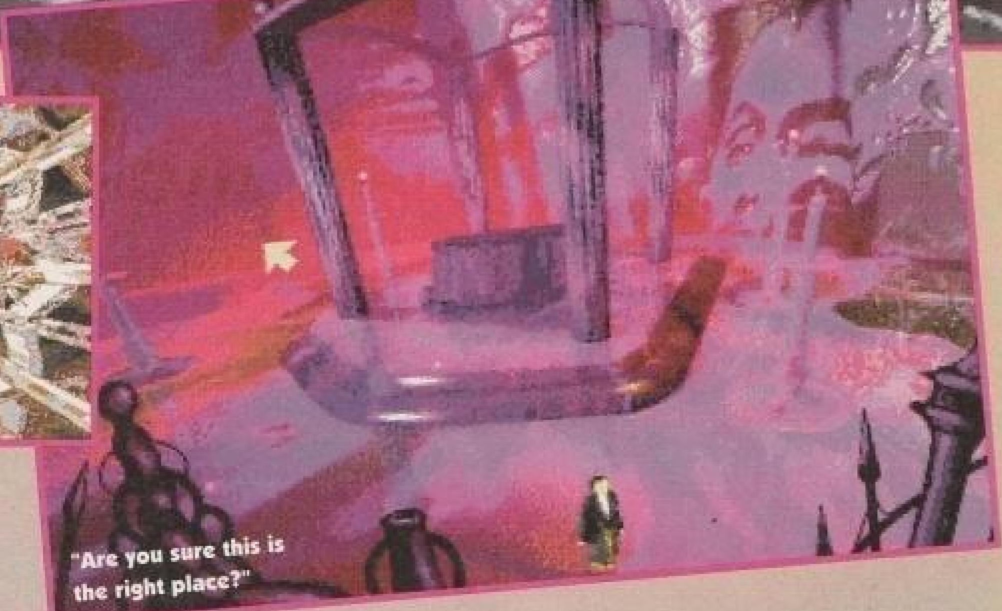
"All this perspective is giving me a headache."

NET

"Does any body know exactly what this thing does?"



"Oooh. That was a hell of a night."



a) Talk to Phree Thought.
b) Talk to Nai Hillstick.
c) Talk to Chuck.
d) Talk to Phracktle K. Oss.
e) Talk to Auntie Matter.
f) Talk to Garrick Fizz. (Have him join you.)

10 Autonomy Dogs
a) Talk to Wild Child.
b) Talk to Sabaccatus St Aubens.

11 Hard Metals
a) Talk to Tempered Steele.

12 St Patrick's
a) Talk to Mother Mary.
b) Talk to Brother Complicitus. (You will need to speak to them both twice and compare the conversations.)

13 Hellfire Club
a) Talk to George Yatchisin.
b) Talk to Renfield.

14 Hardarm Tacktick
a) Buy lockpick casing and diagnostic unit.
b) Assemble electronic lockpicks.

15 TransTechnicals
a) Security
  i) Kill Chief Daryl Paine.
  ii) Get TT cloak chip from Paine.
  iii) Search area. (Pick up all items.)
b) Emily Esaki
  i) Search area.
  ii) Get pin.
c) Bill Dougan
  i) Talk to Bill Dougan.
d) Nanotech
  i) Search area. (Pick up all items.)
  ii) Use electronic lockpicks on locked storeroom door.
  iii) Search storeroom. (Pick up all items.)

16 Lazlo Green.
(Examine crackdown lists to open.)
a) Search area.
b) Pick up gas mask.

17 Electric Anarchy
a) Talk to Phree Thought.
b) Give her a dragon soul box. (Say 'Yes' when she asks.)
c) She will give you a sonama vapor.

18 Icon Pirates
a) Put the gas mask on a character.
b) Use sonomavapor with that character.
c) Search area.
d) Get the holocam and both cans of holofilm.

19 Doom Pilots
a) Talk to Ghost Walker.

20 Madam Mescal
a) Buy instipigment.
b) Use instipigment on yourself.

21 Cloisters
a) Sabastan's Room
  i) Get beads.
b) Weapons room
  i) Solve mirror puzzle. (Just film yourself with the holocam then playback the recording while near the mirror.)
  ii) Search area. (Get ALL soulblades and stakes.)

22 Cafe Voltaire
a) Place beads next to Cyril Thorpe.

23 C-Space
a) Go to 'Medium' well.
b) Talk to Cyril Thorpe.

24 Cloisters
a) Sabastan's room. Talk to Sabastan. (He will bless the blades.)

25 C-Space
a) Go to FATS.
b) Talk to Melissa Van Helsing.

26 Le Phood
a) Talk to Melissa Van Helsing. (Have her join you.)

27 Hellfire Club
a) Talk to Alexander Tennant.

28 Van Helsing's Apartment.
a) Kill all Vampires.
b) Enter the Second Room.
c) Search Area.
d) Pick up signal scramber.

29 Grant's Tomb
a) Kill everyone.
b) Get green pendant.
c) Free Alexander Tennent.

30 Electric Anarchy
a) Have Chuck join you.
b) Disassemble green pendant.
c) Put emerald looker chip into decking unit.
d) Put Tackett's essence into decking unit.

31 C-Space
a) Go to FATS.
b) Talk to Tackett Cybervision.
c) Go to 'Kansas' well.
d) Talk to Sally. (She will give you the real incubus.)

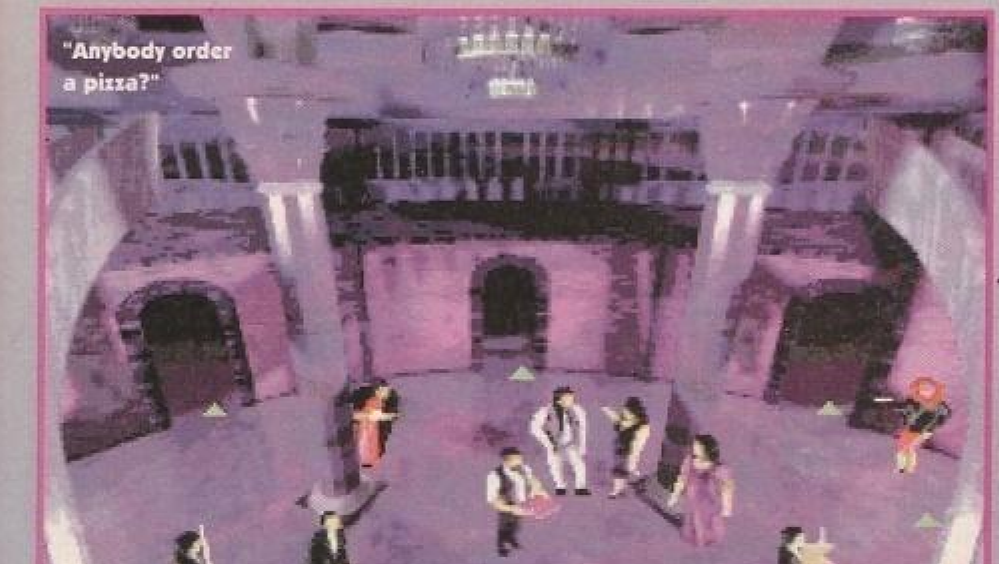
32 St Patrick's
a) Dismiss Chuck.
b) Talk to Mother Mary. (Have her join you.)

33 Transtech (1122)
a) Kill everyone. (Shoot the incubator to kill Van Hesling.)
b) Talk to Dr John Harker.

34 C-Space
a) Enter 'Elizabeth' well.

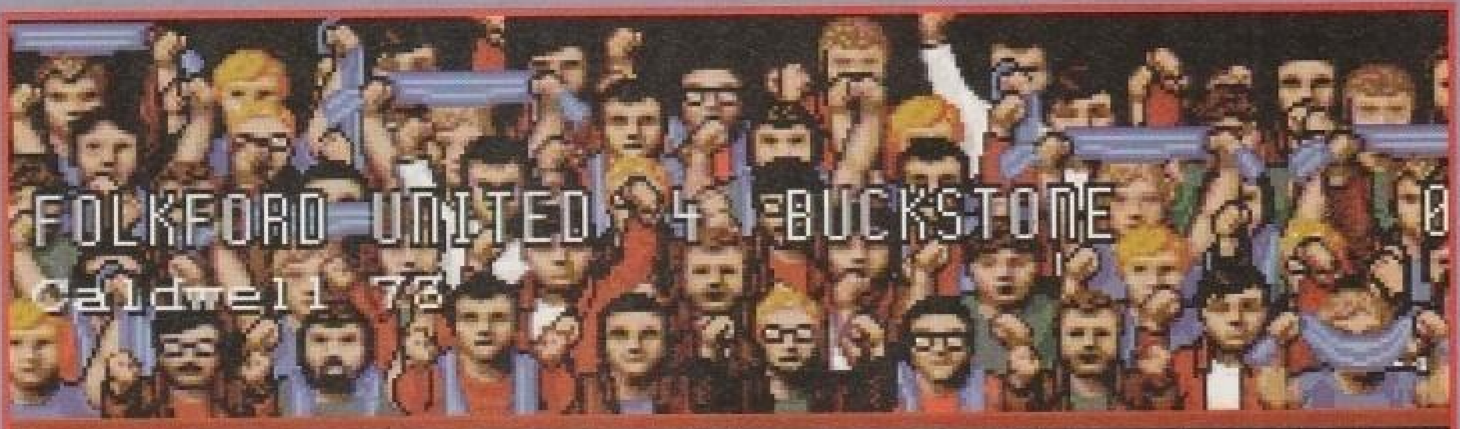
35 And that's it
a) Fight dracular Images. (Six in total.)
b) Fight and kill the real Dracula.
c) Yay.

● *RICH PELLEY*

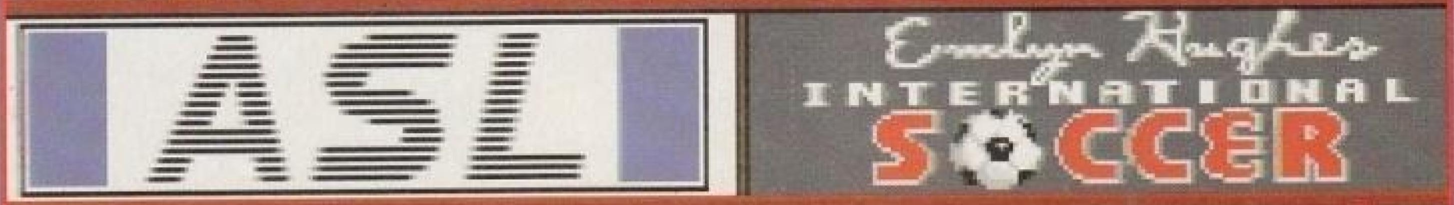


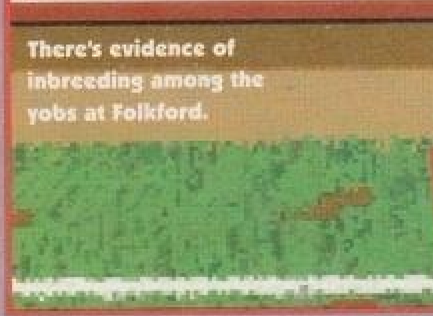
SUPER LEAGU

Interview with a manager.

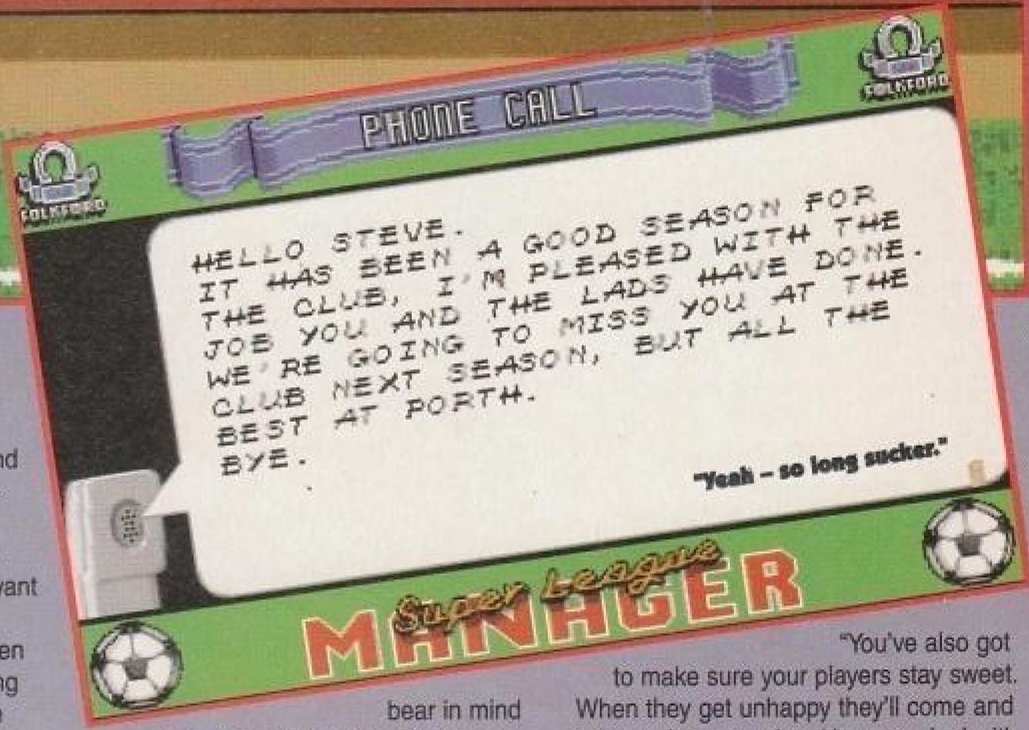


FOLKFORD UNITED 4 BUCKSTONE 0
Caldwell 73





There's evidence of inbreeding among the yobs at Folkford.



PHONE CALL

HELLO STEVE.
IT HAS BEEN A GOOD SEASON FOR THE CLUB, I'M PLEASED WITH THE JOB YOU AND THE LADS HAVE DONE.
WE'RE GOING TO MISS YOU AT THE CLUB NEXT SEASON, BUT ALL THE BEST AT PORTH.
BYE.

"Yeah – so long sucker."

I needed help. I needed the best. And so I'd gone to the top.

"Mr Venerables? Mr Faragher is here, shall I send him in?"

Moments later the obliging secretary ushered me into the palatial offices of Tony Venerables, the finest manager in the land. An acrid cloud of stale cigar smoke hung like early morning mist over the room. Just by the door a huge brown overcoat with fur-trimmed lapels was attempting to smother an unsuspecting coatstand. A half empty bottle of *("Whiskas" – Ed)* stood among the paperwork that was strewn across the massive mahogany desk. An enormous black, leather chair on the far side of the desk swung round. The interview began.

★★★★★

"Folkford United eh?" Tony chuckled. "Well, we've all got to start somewhere. Let's have a look at your team list.

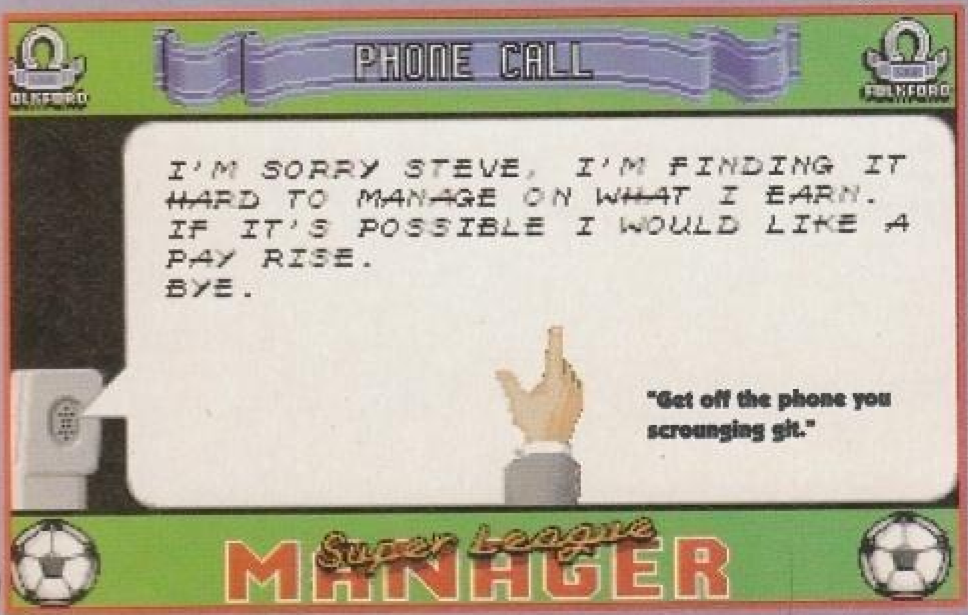
"Well, you've got a few promising players here. Matt Parkinson's capable of going all the way with the right sort of treatment, particularly up front. In the midfield you've got the lad Reeves, he'll do okay when he's a couple of years older. Nick Moody's a competent enough defender, and Brian Evans is a decent goalkeeper. They'll be your backbone.

"The first thing you need to do is get hold of a good quality defender. The set-up you've got there is going to leak goals like a rusty sieve. Still, you're going to need a bit of money to do that. You could afford to let one of your forwards go to make a bit of cash, depending on the formation you're going to play. Nigel Jenkins is probably expendable as well; in my experience goalkeepers rarely, if ever, get injured so Evans will do you. Finally there's the bank manager. He'll probably let you up your overdraft to around 780 grand. Then when you've got some money, and we're talking about spending a good £250,000 as a minimum here, have a good look around the transfer market. Don't forget to use your scout on players, you want somebody who's playing at below their full potential. If the kind of player you want isn't up for sale have a good read of Emlyn's column in the papers you'll often find out from him when a player's feeling unhappy and fancies a move before he actually gets transfer-listed. And don't be daunted if the manager knocks you back the first time you approach him to buy a player. Persistence pays off in this game.

"Once you've got the team you're looking for it becomes a question of getting the right training for the lads. I've made a few notes on this pad – take it with you when you go. One other thing to bear in mind is that if you've got a gifted player he may well be able to play in more than one position on the pitch. The kind of training you give him is then crucial, If you've got a midfielder/attacker and he spends all his time practicing his shooting, he's not going to be much good when you suddenly ask him to fill that holding midfield role.

"You've also got to make sure your players stay sweet. When they get unhappy they'll come and ask you for a pay rise. How you deal with that is up to you and your style of management but be warned, when you give a player a rise it won't be long before he's blabbing to his mates in the bath and then you'll have a herd at the door.

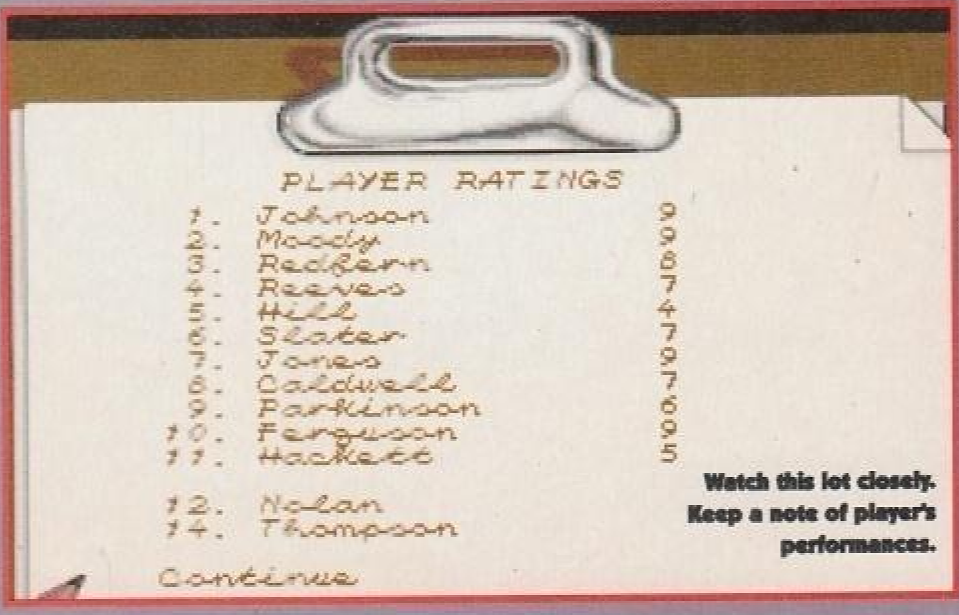
"Now, let's talk about the future. Although you may become attached to them, Folkford are not the team that you



PHONE CALL

I'M SORRY STEVE, I'M FINDING IT HARD TO MANAGE ON WHAT I EARN.
IF IT'S POSSIBLE I WOULD LIKE A PAY RISE.
BYE.

"Get off the phone you scrounging git."



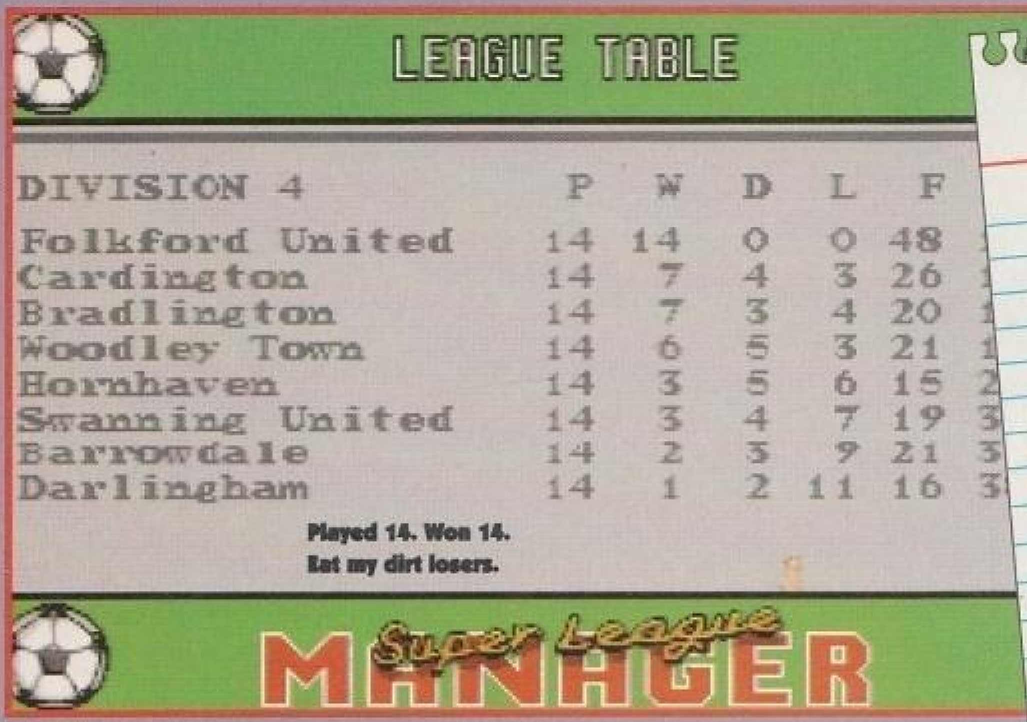
PLAYER RATINGS

1.	Johnson	9
2.	Moody	9
3.	Redfern	8
4.	Reeves	7
5.	Hill	4
6.	Slater	7
7.	Jones	9
8.	Caldwell	7
9.	Parkinson	6
10.	Ferguson	9
11.	Hackett	5
12.	Nolan	
14.	Thompson	

Continue

Watch this lot closely. Keep a note of player's performances.

E MANAGER



DIVISION 4	P	W	D	L	F
Folkford United	14	14	0	0	48
Cardington	14	7	4	3	26
Bradlington	14	7	3	4	20
Woodley Town	14	6	5	3	21
Hornhaven	14	3	5	6	15
Swanning United	14	3	4	7	19
Barrowdale	14	2	3	9	21
Darlingham	14	1	2	11	16

Played 14. Won 14.
Eat my dirt losers.

can take right to the top. The ground isn't big enough to get the sort of money you'll need for a top-flight team and, knowing Les of old I think I can safely say that you won't see him stumping up large amounts of cash for improvements. No, in the end you're going to have to switch sides.

"When that time comes there are a couple of things to look out for. You'll probably only be offered jobs at clubs that are lower in the leagues than you. Take a look at them. Firstly check out their ground capacity. You must go to a big club. Secondly, use the Who's Who to check through all their players. If they were bought for more money than they're now worth, the chances are that the current manager has been letting things slip a bit. That's the kind of side you want to lead. After a few weeks of your training regimes the team'll start to respond and you'll be on your way to the top.

"Given that you won't join your new club until the end of the season, another tip is to check how many players of each position they've got. If the club you're going to join is lacking in any department (Tony looked from side to side and leaned over the desk towards me) try putting your favourite players in those positions up for sale. You never know, their current manager may well give you a ring and you can sell him a player cheaply and that'll make sure that you join a stronger squad with a player you know well.

"Other than that son, you're on your own. You were a good player for me in your day and I'm sure you'll be a cracking manager. Just remember to be patient. You musn't count your chickens when you're making omelettes. You've got my number. Give me a call if you get stuck..."

Mumbling my thanks I backed towards the door, hopeful that a few years from now I might even fill the great man's shoes myself.

● *STEVE FARAGHER*

These are good training schedules, although not necessarily the best. Bear in mind that players don't like doing the same training all the time, that they won't respond well to doing the same thing twice in a week and that all the strength and fitness regimes (Sprinting, Endurance, Weights and the like) take a couple of weeks to have their full effect.

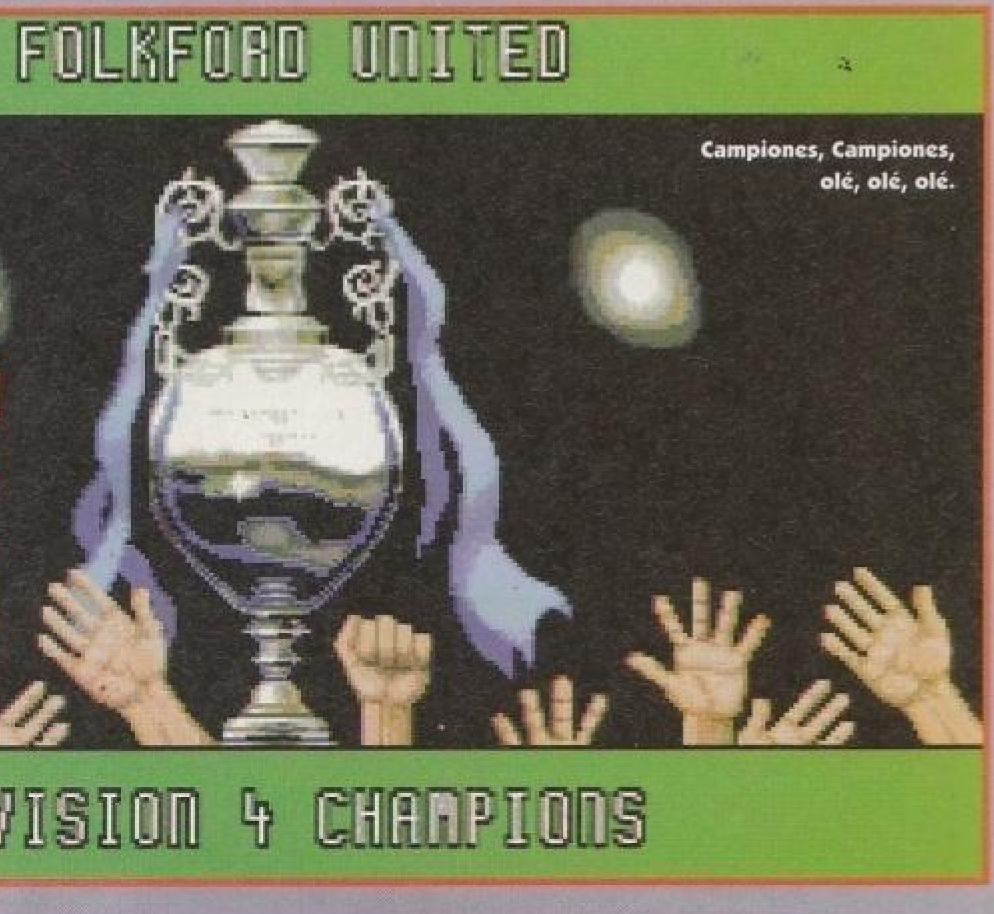
ATTACKERS
Sprinting - Weights - Shooting
Endurance - Gym Circuit - Dribbling
Ball Control - Dribbling - Set Pieces

MIDFIELDERS
Weights - Crosses - Marking
Skipping - Aerobics - Set Pieces
Ball Control - Endurance - Dribbling

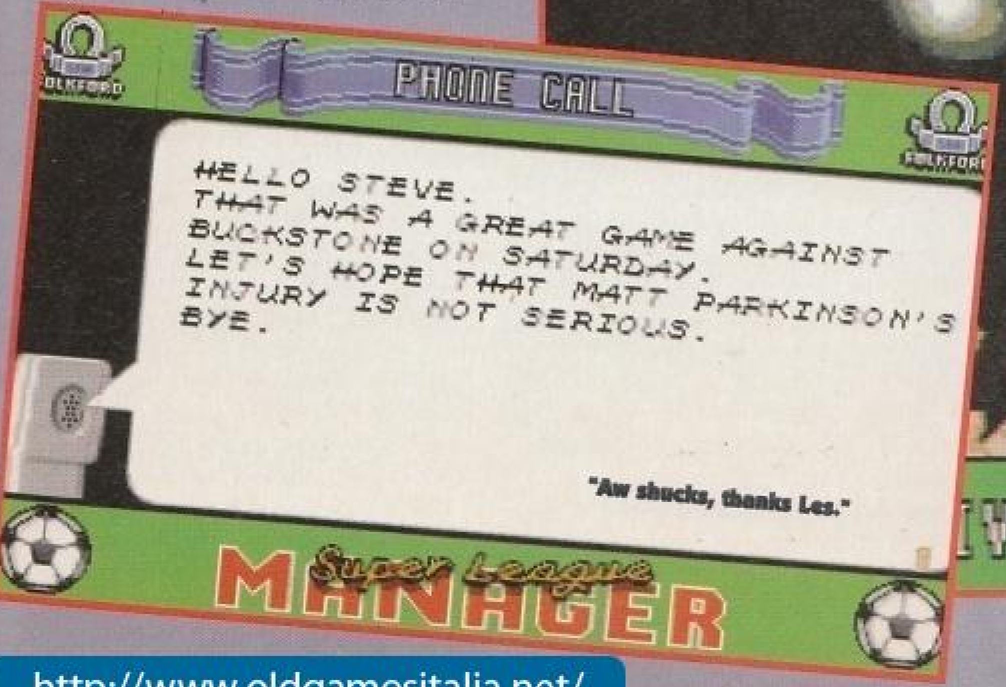
DEFENDERS
Sprinting - Weights - Marking
Ball Control - Aerobics - Marking
Ball Control - Sprinting - Set Pieces

GOALKEEPERS
Gym Circuit - Crosses - Set Pieces
Weights - Crosses - Set Pieces
Skipping - Sprinting - Shooting

"Take it with you when you go."



Campiones, Campiones, olé, olé, olé.



HELLO STEVE.
THAT WAS A GREAT GAME AGAINST
BUCKSTONE ON SATURDAY.
LET'S HOPE THAT MATT PARKINSON'S
INJURY IS NOT SERIOUS.
BYE.

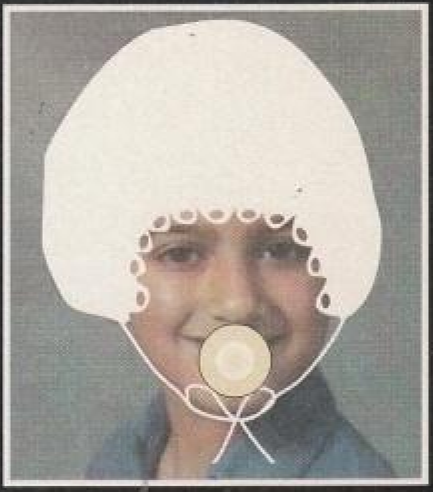
"Aw shucks, thanks Les."

UP A GUMTREE?

Then you need...

THE LAST RESORT

with Rich Pelley



Worried about the BBC's bias? Fearing for your chances in the local elections? Whipless wonders got you in a tizz? Well don't read this. These are Amiga tips.

I'm afraid that, in spite of severe brain racking, I just couldn't come up with a decent introduction for this month's Resort. So I wondered if, just this once, you wouldn't mind filling one in yourself:

....

....

....

....

.... (Thanks.)

EXILE

Q "I wrote to you in issue 45 asking for codes on *Fatman*, but this time I am really stuck on the game called *Exile*, number 8 in the all-time top 100 in issue 37. Please, please, please etc help me. I have played on it for one month and don't seem to be able to get anywhere."
Rob Hewitt, Shoesburyness

A Asked (for no specified reason) to name my personal all-time top three games on the Amiga, *Exile* would come in at a not-to-be-sniffed-at 3 shortly behind *Gravity Force 2* and the vastly under-rated *Parasol Stars*. So yes – eliciting some advice would certainly be an apt gesture considering the hours of pleasure *Exile* has given me over the years. Besides, anyone

LOOSE ENDS

EYE OF THE BEHOLDER 2 SPECIAL – THE CASE CONTINUES

You know, even after all these months, the most popular request I get here at the Last Resort month after month is still to quit immediately from all my responsibilities at AMIGA POWER and get the first person I can find to string me up from the nearest tree. The second most popular is for help on one EYE OF THE BEHOLDER 2, and even though I get the feeling that advice is being repeated somewhat, I've long passed the point of caring. Please help the following EOTB2 wonderers, if you can...

Q "After escaping the frost giant lair in EOTB2, I assumed the next stage was through a door on the second level of the temple, but I can't find the key in spite of looking all over the Azure Tower."
Sly Pig Coleman, Derbyshire

Q "I'm really stuck on EOTB2, firstly on the puzzle in the dungeon several floors down where there is a three by three grid of pressure pads and a carving on one of the walls that says 'You must leave many things'. I'd also like to know how long I have to wait before I can rest my party again in this section (visions of death and destruction plague my dreams every time I attempt to do this). Secondly, on the level above the entrance to the temple of Darkmoon I've gone into one of the teleports and found myself in a room with jewels on the walls and several skulls and a piece of soft ground in the centre. How do I get out? And what are the jewels for?"
Jonathan Reynolds, Tyne and Weir

Q "Please could you help me? How do you open the wall behind the door on the Medusa level of EOTB2?"
Robert Hellyer, Dyfed

Q "Yes, EOTB2 again. I'm sixty years young, and although doing quite well, find myself in the underground caverns in the area where you can't rest; containing the Margoyle (giant bats). Have been down stairs with the giant ants, collected three horses, headed NWE, grabbed all the gear, spider key and black key, cleared all rooms and returned upstairs. After nearly forty hours of searching all the rooms, I still seem to be a black key short."
John Gaves, Kent

Q "Nnnnngh, double nnnnngh, and (even) triple nnnnngh. I'm crap at CANNON FODDER and, in spite of what Cam told me in his indispensable guide in issue 35, I still can't get past mission 8.2 without my all my guys getting rocketed/shot by the other gits in green. And if I don't get help soon, my veins will blow up and the whole universe will become covered in disgustingly sticky blood."
Neil Thomas, Northants

Q "Thirty minutes ago I received a free copy of ALADDIN (courtesy of AP) but, dammit, I can't find the level two exit. I've collected both scarab pieces, so it can't be that. Please help."
Colin Meney, Ayrshire

Q "I am stuck on level one of the watchtower in PERIHELION. I've read that the key phrase is the third from left in the first, the first from right in the second and so fourth, but of what?"
Richard Baddiel, Birmingham

Q "I have recently bought LION HEART and am very happy with it. The only problem is that I get stuck on this one bit. Every time I get to the running Dinosaur level I reach the end of the air ship and find a swinging platform. I can get on this but then can't get any further. I tried pulling down (for five minutes) and nothing much happens. Is there a platform I can't see or is there a fault in the program?"

Q "Is there a way to get infinite money or a way to be any team on GRAHAM TAYLOR'S SOCCER CHALLENGE on the Amiga?"
Gary Hughes, Somewheresville

Q "I have found the Alchemist in DARKMERE but am unable to find his three potions."
Mark Coleman

CASES CLOSED

Many thanks and even a little piece of our heart goes out to the following do-gooders.

SABRE TEAM

Q Adam Chidgey of Gosport wanted a cheat. And, once again, the Last Resort seems to have come up trumps.

A "Start the game as normal but once in the game click on the Blue Print icon. Numbering what appears one (at the top) to four (at the bottom), click on them in the order: three, four, one, two, two, four, one and three. Leave the screen by pressing the top left arrow and you will now have infinite action points, and by pressing one to five you can also skip levels. Note that if you actually complete a level, the cheat will have to be reactivated."
Stuart Evan, Staines

SECOND SAMURAI

Q "How do I reach the last level," asked Ahmad Aizayer of Saudi Arabia, simply.

A "With the code 5ALIC1JF."
Craig Ritchie, Bradford

BENEATH A STEEL SKY

Q Despite the solution we ran in issue 38, over the months various people have still been getting stuck in parts of this great point-'n'-click-'em-up. The bit where you have to swing into the room with the orifice has been a bit of a favourite, but (and in reply to Dimitri Buytoert of Belgium's letter of two months ago) it looks like the definitive solution may at long last be at hand.

A "The part that has so far been missed is when you get to the room with the tissue samples and liquid nitrogen. You must insert Anita's LINC card into the computer to infect the tissue with the virus before you do the business with the tongs, orifice, rope etc."
Craig Biggins, Blackburn

FRONTIER

Q "What the hell is he talking about?" wondered a nation as Gary Blackney of Bootle wibbled on about some mysterious device he kept seeing and expressing his desire to know what it did. Fortunately, others were more clued up than you or I...

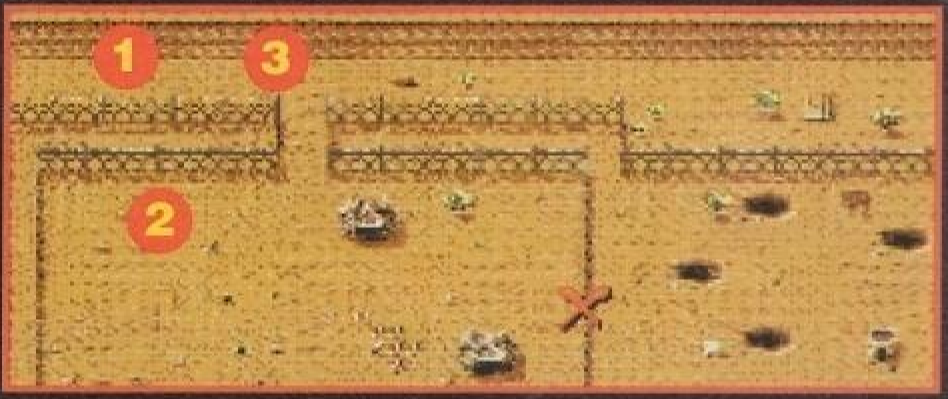
A "The device in question is in fact a camera, obtained from the Navy and needed for the Military missions. The rank of major is required for a surveillance mission involving the camera. And, don't worry – all the other icons are in the manual."
Gavin Beatty, Herts
and **Alex Smyth, Sheffield**

CANNON FODDER 2

Q Cameron Winstanley of Bath admitted back in issue 46 that, although he has managed to complete Mission 9 phase 2, the solution he adopted was, and I quote, "hard, hard, HARD!" Needless to say, this was because Cam was BUMBLING LIKE AN IDIOT WHOSE BRAIN HAD RECENTLY BEEN REPLACED BY A CAULIFLOWER. A far easier solution, it transpires, is at hand.

A "Easy! Easy! Easy! The solution to this phase is almost fool-proof and so should be of no problem at all. As soon as you start on the in-game screen, press SPACE to switch to rockets and immediately shoot the top left corner of the tent beneath you. This will destroy the tent and car that is heading towards you but your car should remain unblemished. Now shoot the soldier that comes for you and rocket the tent at the top from where you are. Stroll over to your unscathed mobile and drive up behind the tree at the top of the screen. Once you are there, step on the gas and travel at top speed along then right and out through the small gap in the middle of the enclosure. Turn left and stop near to the fence at (1). You should now see about four cars at (2) rather stupidly trying to drive through the fence and a tank. Position yourself between the tank and the cars (3) and it will blow them up for you. Then simply drive around a bit near the fence and eventually the tank will blow itself up.

Now drive right until you get to the jump. Leap the fence, drive around and kill the rocket man before running over all the little blokes. Get out of your car at the turret and blow the grenade-proof hut into oblivion. Pick up the rockets if you can be bothered, and get back in your car. Then run over any remaining blokes (drive along the narrow fenced section along the top) and bingo."
Anon

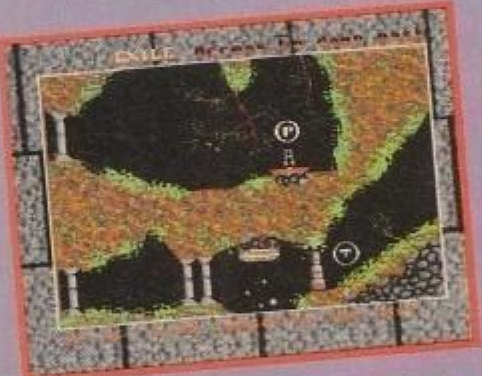


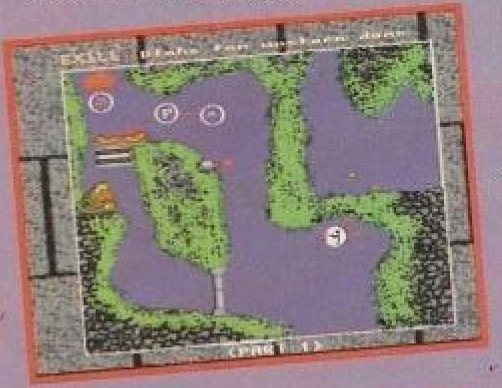
who can live in a place called Shoesburyness and quite happily admit to the fact on an open basis has got to need all the help that they can get.

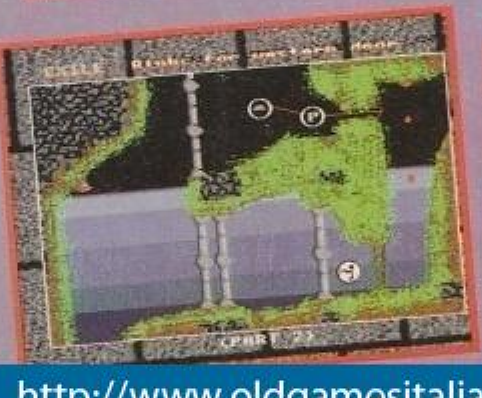
Open the first door (I've started telling you what to do now, by the way) by dropping an object on the button (map one). At the bottom of the wind tunnel (map two), if you shoot the life craft down into the second pond to the left, you will find a sort of nasty place where a clam sucks, quite monotonously, at everything. Use the life craft to block the gap which the clam lies below, and you will be granted access to a small underwater cavern. Somewhere around this blue delight you should notice a small inaccessible area with slimers blobbing up and down. Gently coax one out via an inconsistent pestering of bullets, and feed it some coronium. Place the dormant slime on the life craft and press the button so that the door closes and the life craft floats up.

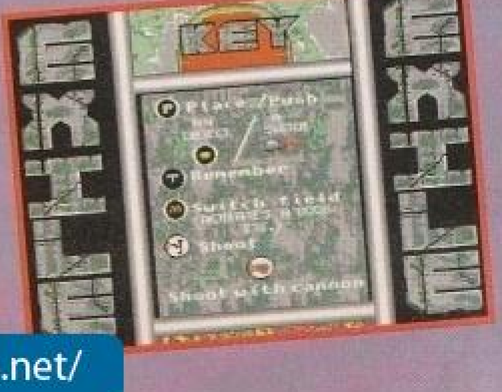
To complete the conversion of slime to coronium (map three), you need to expose the dormant slimes to acid. You should have encountered a Happy fish by now – use this in the isolated chamber to the West near the piranha nest. Directly above this chamber is the place of slime conversion. Insert the slime in the slot at the top, go to the stone portal below and aim a few shots at the switch on the overhang. Now just fling the coronium up the wind shaft.

And take a gander at these maps (which Derryn Hazelhurst sent in ages ago, and I've finally got around to using – cheers, Derryn, and I'll see if we can sort you out some sort of prize for your efforts), all should become clear.









UPGRADE

Q "I am a 15-year-old male who is looking for a way to upgrade my Amiga 500 to an Amiga 1200. Is this possible? If so could you tell me what I would need and where I can get it from? Do you know how much it would cost? I know it's a lot to ask but please could you also give me the address for Amiga?"
Steven Meadows, Oxon

A Here at AMIGA POWER, our knowledge of technical matters involving the Amiga is limited. We can just about format a floppy disk, or install a program onto hard disk, but just because we'd rather spend out time whipping each other's butts at *Skidmarks 2* or blasting each other's brains out in *Gravity Force 2* than worrying about monitor pin-out configurations and printer set-ups, that's our prerogative, and it certainly doesn't make us bad people. OF COURSE YOU CAN'T YOU MINDLESS BABOON. WHERE THE HELL HAVE YOU BEEN? AND WHY ON EARTH HAVE YOU WRITTEN TO THE LAST RESORT TO ASK ANYWAY?

If there was some way of turning back the clock to provide another chance to do this month's Last Resort, I think that I'd commit suicide. Fortunately, such a means has yet to be devised, which at least gives you another month to post things to:

The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath
BA1 2BW

and me another month to try to deem my life worthwhile.

AMIGA POWER BACK ISSUES

KNOWLEDGE IS POWER. So states the 19th century proverb. What could be wiser or more astute than to fill those niggling holes in your back collection of AMIGA POWER? Each issue is packed full of authoritative reviews, game solutions and furious features. BUY THEM.

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RUFF 'N' TUMBLE
BUBBLE AND SQUEAK A1200
TOWER ASSAULT A1200
ISSUE 42

BACK ISSUE OF THE MONTH

AP42 – OCTOBER 1994

In the year 2030 AD, the Science Museum in London will almost certainly contain a small glass case displaying an AP42 – one of the very finest APs of 1994. A bit of card next to it will draw your attention to the three coverdisks, with their demos of *Tower Assault, Theme Park, Ruff and Tumble* and *Bubble and Squeak.* It will also highlight the award-winning Games Vs Reality feature inside, the magnificent four-page reviews of *Super Stardust* and *Theme Park,* and Cam's Breakfast Sandwich. Having surveyed it in awe for a few moments, you can then go and look at Archimedes' Screw. Invest in the future with your own copy of AP42. Today.

THE TOP 5 AMIGA POWERS

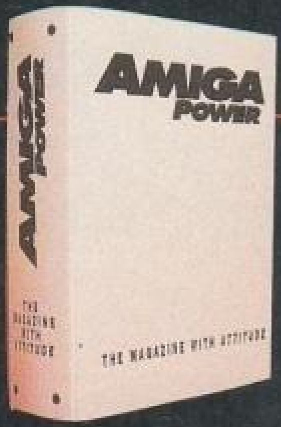
As voted for by the readers of AP.

1) Issue 32
2) Issue 37
3) Issue 28
4) Issue 33
5) Issue 30

ALSO LOOK OUT FOR...

AP28 – Big *Syndicate* review, and guide to Cyberpunk.
AP40 – The Four Cyclists' first mighty foray.
AP12 – Two disks, and some horrendous pics of AP readers.
AP48 – *Frontier 2* on the cover. And inside.
AP37 – Discover in detail the contents of our last Top 100, and perhaps draw up some statistical comparisons of your own.

AMIGA POWER
DIRTY BUSINESS
28
WORLD EXCLUSIVE!
CANNON FODDER 2
FRONTIER 2
48
BUB'N'BOB ARE BACK!
12
ALL-TIME TOP 100
It's back! Back! Back! We list the 100 best Amiga games ever! And this time we really, absolutely mean it.
37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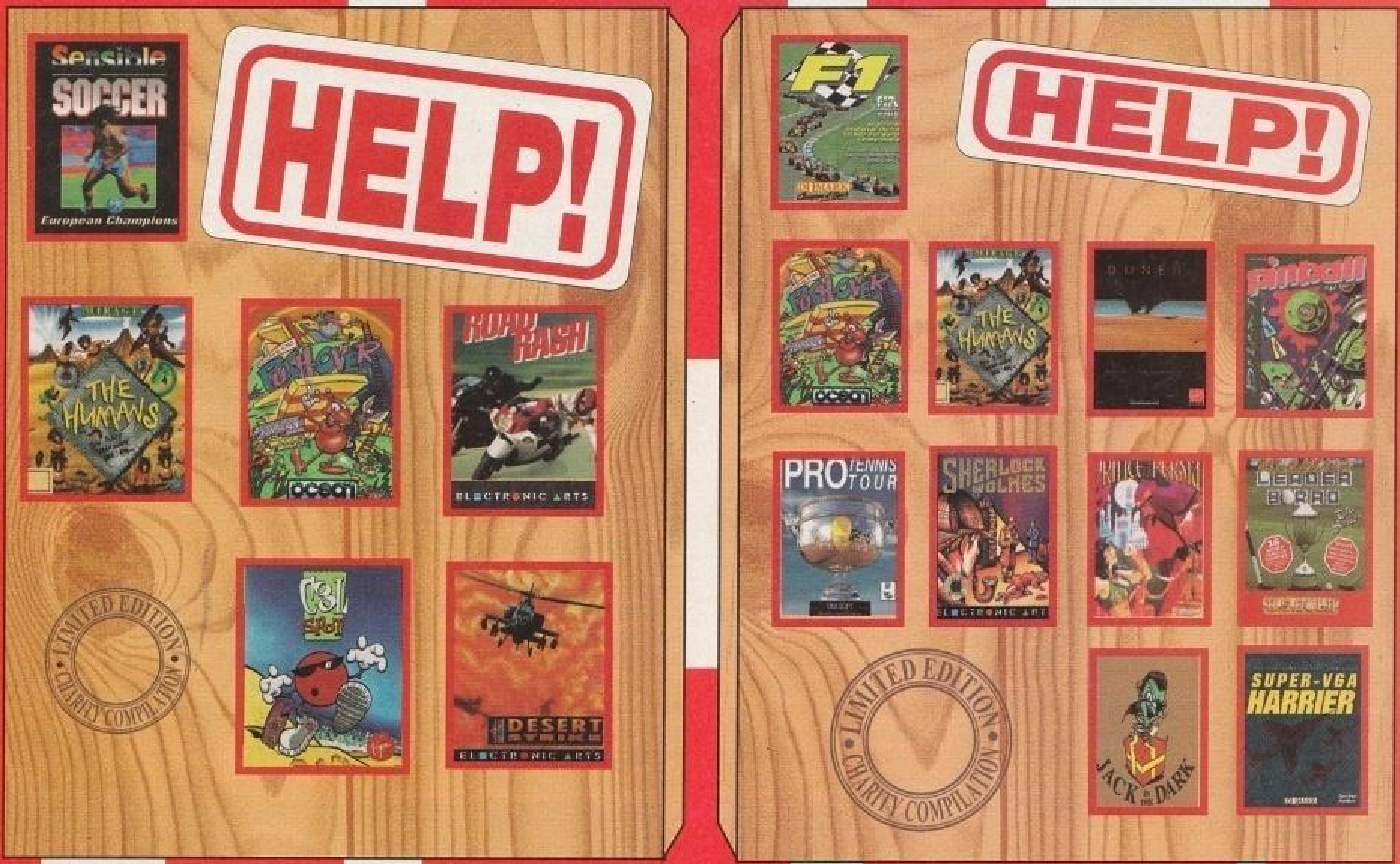
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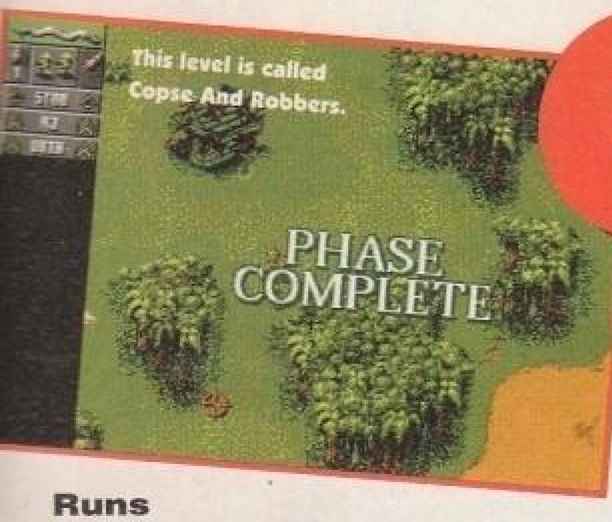
BUDGETS

It's been a peculiar month you know. Very strange. Still, the show must go on eh? And that means budget reviews.



This level is called Copse And Robbers.

CANNON FODDER

Runs On: A500, A600, A1200
Publisher: Hit Squad
Price: £17
Release: May

Well, what can I say? We're talking about a legend of a game, here. From its appearance on the greatest games machine of all time to its viral-like infection of other formats, it's a great game. Some would say A Game Of Champions. And now it's on budget.

Yep, any reason you may have had for not going out and buying this should now be made completely insignificant with this imminent budget release. I mean, if you want a top shoot-'em-up, then this is the game for you.

If you want a game that will tax your tactical gaming abilities, then *Cannon Fodder* fits the bill perfectly. Or maybe you just want to get hold of one of the best Amiga games of all time. Again, you should buy this.

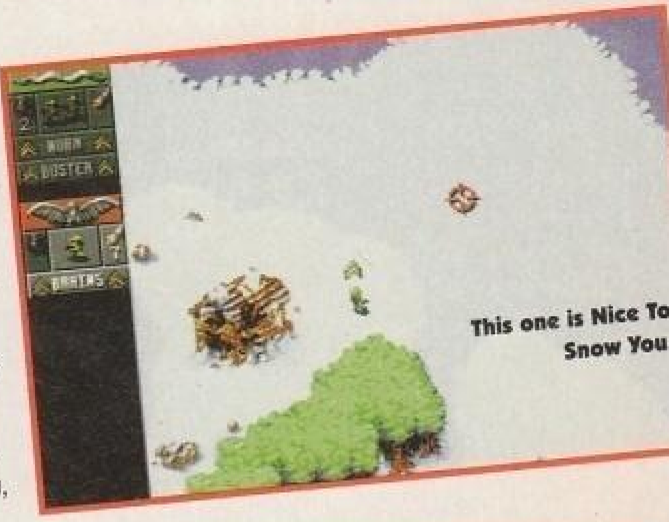
For those who want details... it's a war game. But more a game about war, than one of those strategy things we're used to. Using a small squad of soldiers drawn from a limited pool, you must complete all 24 missions which are split into phases totalling 72 in all.

Yep, 72 levels of point-and-click action for you to battle through. Don't worry about using the mouse instead of the joystick (shoot-'em-up fans are a bit protective about their joysticks, you see), because thanks to a great and easy-to-use control system, you couldn't ask for a better way of moving about.

The sole purpose of each phase of *Cannon Fodder* is to finish it, either by blowing everything up or by blowing everything up and rescuing people. Of course, it's not simply a case of running around without a care in the world, there are other soldiers out to get you, all sorts of terrains to stumble through and many other fiendish hazards to tax your grey matter. Just wait until you start trying to control some of the vehicles.

The game design, difficulty level, rewarding gameplay, control system and sheer amount of fun that *Cannon Fodder* throws at you, are all of the highest standard. Truly a gaming classic deserving your utmost attention.

● *PAUL MELLERICK*

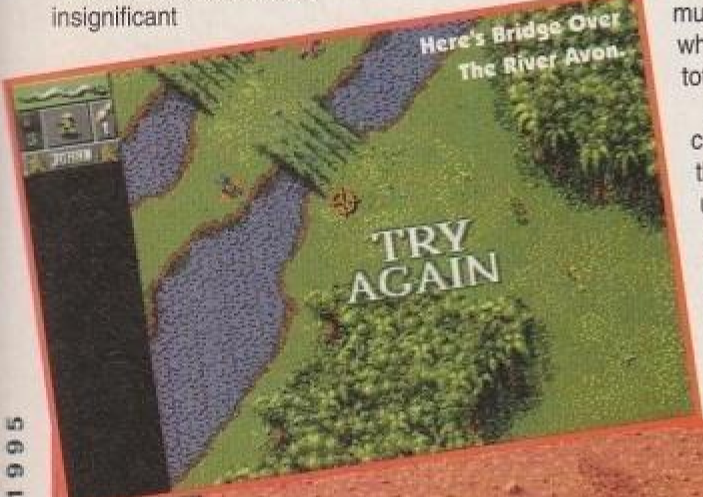


This one is Nice To Snow You.

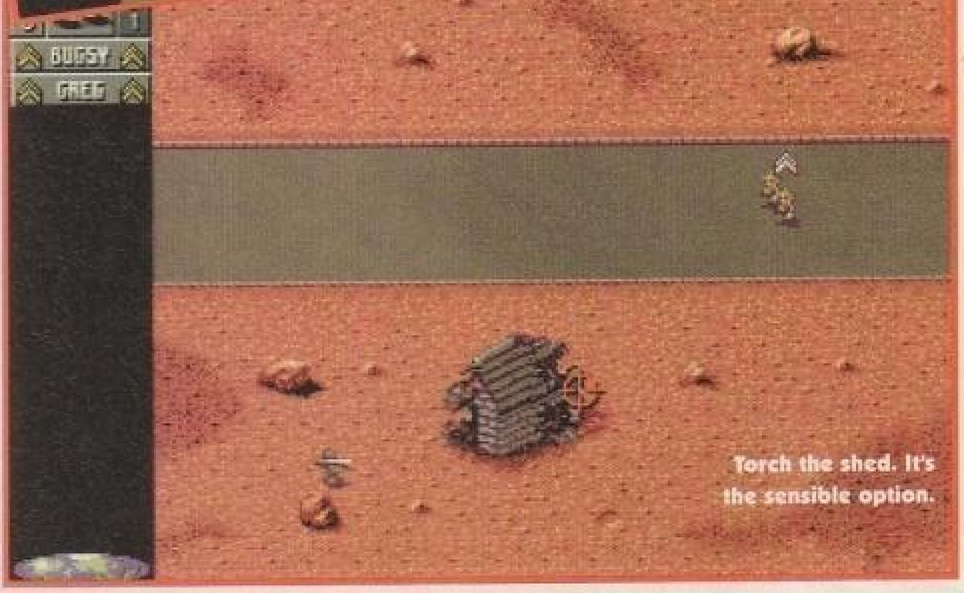
THE BOTTOM LINE

One of the best games ever. On anything. Ever. And still a gem that has more than stood the test of time. Get it before they don't make it any more. (Not likely to happen, but you never know).

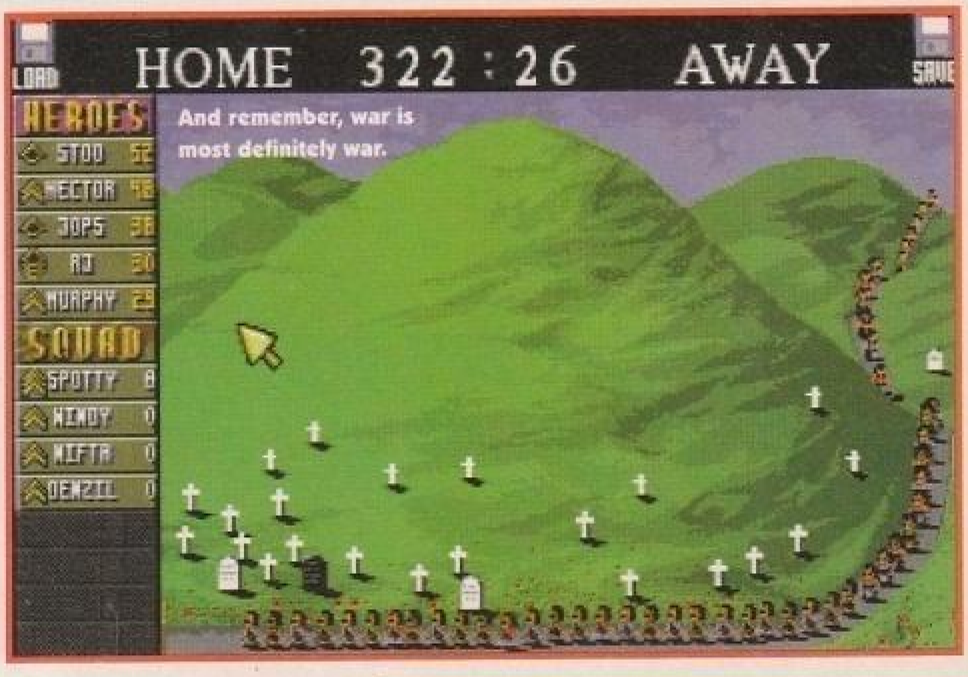
94 PERCENT



Here's Bridge Over The River Avon.



Torch the shed. It's the sensible option.

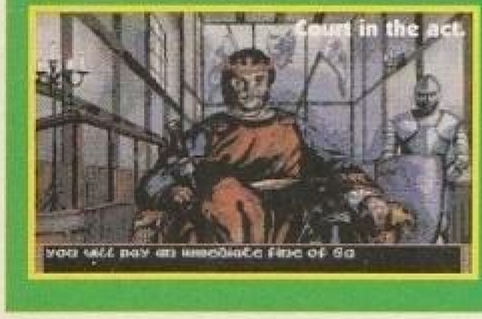


And remember, war is most definitely war.

LEGENDS OF VALOUR

Runs On: A500, A600, A1200
Publisher: Kixx
Price: £13
Release: Out now

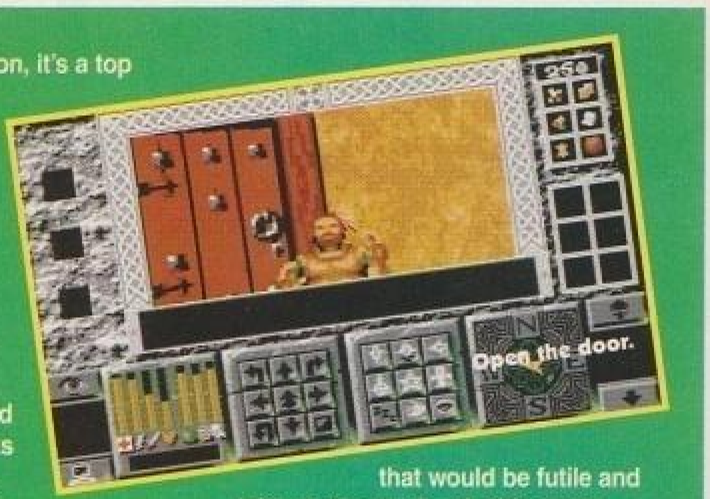
Can you cast your mind back to just over two years ago? Any idea where you were and what you were doing? Nope, me neither. But reading through our back issues, number 23 to be precise, I can see that at one point we were reviewing *Legends Of Valour* (well, erstwhile editor Mark Ramshaw was. And he gave it 88%). And in an absolutely amazing coincidence (and not at all in a convoluted and drawn-out intro), it's out on budget. Now.


Court in the act.

you will pay an immediate fine of 5g

The first thing that deserves mentioning is that when released *Legends Of Valour* cost a whacking £40. Yes, £40. For an Amiga game. Now though you can catch this at a 'proper' budget price of £13. And believe me, you'll want to catch it.

I could spend days playing this, and still only scratch the surface. And strangely, for me at least, I still want to play it. It could be the lovely texture-mapped graphics (who said *Doom* on the Amiga?), it could be the level of detail and it might even be the size of the game (big is an understatement). But whatever the reason, it's a top quality game and no mistake. A little daunting to start with, it's one of those games that you have to read the manual before you can get started, but once you're in, you're hooked.


Open the door.

Wandering around the town is easy thanks to the control system, interacting with people, although abrupt, is good fun and generally getting to grips with your new surroundings are what draw you into the game. Then as you find somewhere to live, get jobs and errands to do and quests to take part in, you quickly find your feet. Of course there is a purpose to all this, your missing cousin Sven, but you've also got to remember to look after yourself, and there are plenty of people prepared to take you for a ride if you're not careful.

I could go on for pages about this great game, using more superlatives and describing lots more about it, but that would be futile and take up too much valuable space. Instead, just get out, get hold of it and then see for yourself.

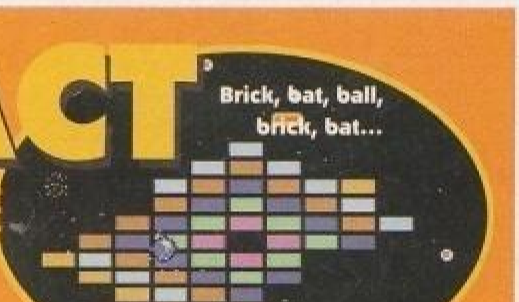
● *PAUL MELLERICK*

THE BOTTOM LINE

A top role player. A bit slow on anything other than an A1200, and if you haven't got a second drive, you're going to have a serious case of disk-swapping hand. But other than that, it's a quality game and still very fresh and enjoyable two years down the line. And it's cheap.

89 PERCENT

IMPACT


Brick, bat, ball, brick, bat...

Runs On: A500, A600, A1200
Publisher: Audiogenic
Price: £10
Release: Out now

A bat. Bricks. And a ball. That bounces. It's a simple premise. And as some clever bloke found out at the dawn of computer gaming, it's really good fun. Simple, yes, but fun in the extreme.

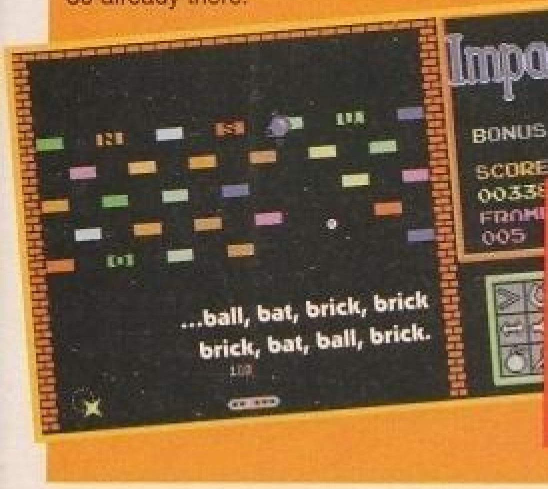
But things don't stay still in the fast moving world of games, oh no. And so a simple bat and ball game gets loads of power-ups, wacky level designs and if you're really lucky even some decent collision detection. In fact, you could say, it's a whole new ball game.

And with this version of the game, called *Impact*, you get a handy, dandy level designer as well. Allowing you to come up with some silly, simple or downright dangerous levels to add to the 80 already there.

It's all good stuff so far, but there's something not quite right when you get down to playing the game. Some of the levels are downright boring and others are just stupid, but it's not just level design. Playing just isn't enough fun. Everything works fine, even if the mouse control is a little over sensitive, but you always get the sense that when you lose a ball, it wasn't the fact that you weren't in the right place and at right time, but that the game had already decided you were going to lose a life.

Yes, I know that makes me sound like a paranoid madman, but that the only way I can describe it. It's cheap, playable and intriguing to start with, but eventually becomes slow, repetitive and slightly annoying. But it scores points for the user-friendly level editor.

● *PAUL MELLERICK*



...ball, bat, brick, brick brick, bat, ball, brick.

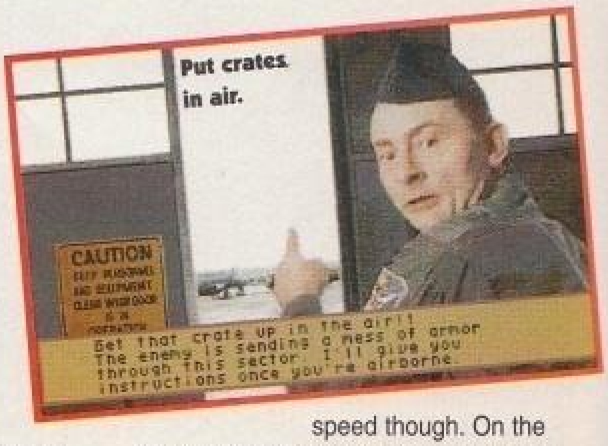
THE BOTTOM LINE

Nostalgic and fun to begin, but not interesting or spectacular enough to keep you going for more than a few days. Although the level editor is really nice.

54 PERCENT

A-10 TANK KILLER

Runs on: A500, A600, A1200
Publisher: Kixx
Price: £17
Release: Out now


Put crates in air.

Get that crate up in the air!! The enemy is sending a mess of armor through this sector. I'll give you instructions once you're airborne.

Due to childhood experiences far too precious and wondrous for me to do justice to here, the *A-10* has always been my favourite aeroplane. It's squat, brutal and ugly, but it works, and it's got a gun the size of a granny flat stuck to the front. Cool.

Cue sharp inhalations and all-round tutting as I play *A-10 Tank Killer* for a few hours and discover that it's not only unbelievably clunky (even on an A1200) but they've also got the gun noise wrong. A burst of fire from the awesome rotary-barrelled Avenger cannon sounds like a chainsaw as it blats milk bottle-sized depleted uranium shells downrange at an alarming rate, but in the game, it goes banga, banga, banga. The same as every other gun in every other flight sim.

Obviously, on its own, this wouldn't warrant the average score, but it's a good indication of how much of the game fails to hit the spot, and cancels out much of the good stuff. There are around 20 missions set in Europe and the Gulf, and for the most part, they're well planned and imaginative, combining storylines and secondary characters with all that fly, bomb, shoot stuff. You're not the centre of attention either, which I liked, so if you just fly around the edges of the war zone, the war quite happily ticks over without you.

It's all let down by a terrible running speed though. On the highest detail, there's a noticeable delay between your action and the game's reaction, but on the lowest detail, you might as well be flying over a slightly lumpy pool table for all the feelings of realism you get.

Jet sims can get away with low ground detail because it's just a backdrop to dogfighting, but since the A-10's a ground attack plane and you're expected to stay below 400 feet, it all looks decidedly ragged. Also, because of the screen-delay, you end up over-compensating, flipping over and generally crashing just as it gets exciting, which is an obvious bad point. I can only assume that this was crudely ported from the PC with the intention of persuading flight-sim fans to buy a Pentium.

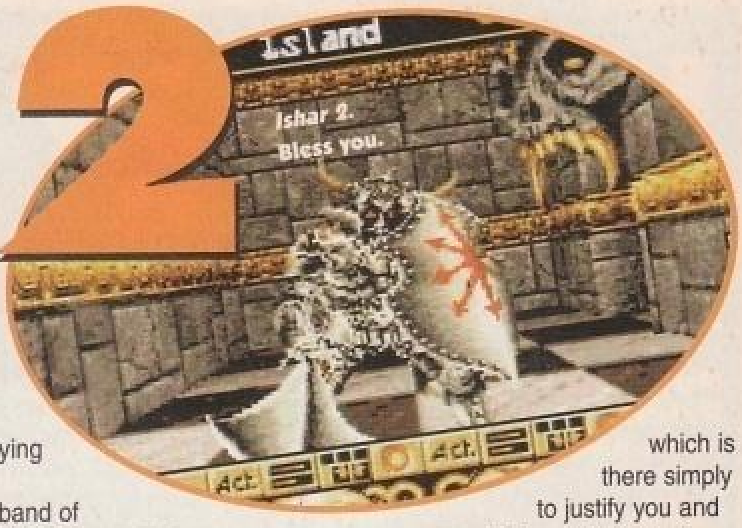
● *CAM WINSTANLEY*

THE BOTTOM LINE

Loads of good ideas are let down by the slow running speed and sluggish controls. The poor graphics swamp everything about *A-10 Tank Killer.*

41 PERCENT

ISHAR 2



Ishar 2. Bless you.

Runs on: A500, A600, A1200
Publisher: Daze
Price: £13
Release: Out now

This second game in the *Ishar* trilogy is the one that the Hesiodic Theogeny that is AMIGA POWER favoured with the highest score. Jonathan Davies awarded the A500 version 79% in AP28, praising it for its sensible role-playing game engine and fine mountain views. Nearly two years later it arrives on budget, at a quite reasonable £13; considering the large quantity of disks involved. The price is the same for both the version ordinaire and the enhanced AGA one which are both released together, so check the box carefully before you buy.

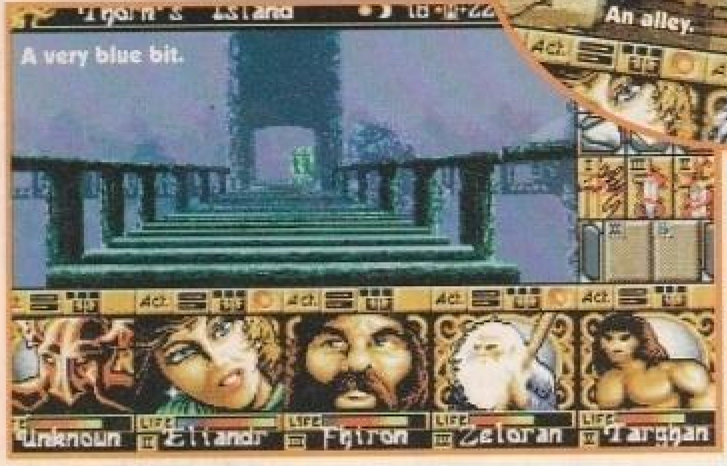
Ishar 2 is a straightforward first-person-perspective role-playing game wherein you assemble a mighty band of thieves, warriors and wizards to rid the land of the (sadly heavily clichéd) 'veil of darkness' that has swept over it. In true sequel style the villain from the first game has returned and threatens the peaceful land once more. Basically, it's just another tedious, unimaginative plot which is there simply to justify you and yours kicking a lot of butt.

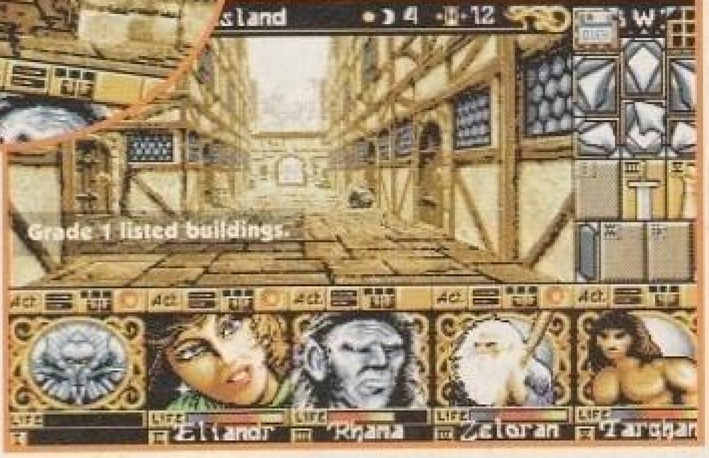
The game works very well with a usable interface that makes the usual sharing of money, drinking of potions and equipping of weapons easy to do.

The graphics are all quite splendid, and have a great sense of depth lent to them by the fact that objects in the far distance are only seen murkily. The storyline, although rather loose and perhaps even a trifle rambling, holds together well enough.

● *STEVE FARAGHER*

An alley.


A very blue bit.

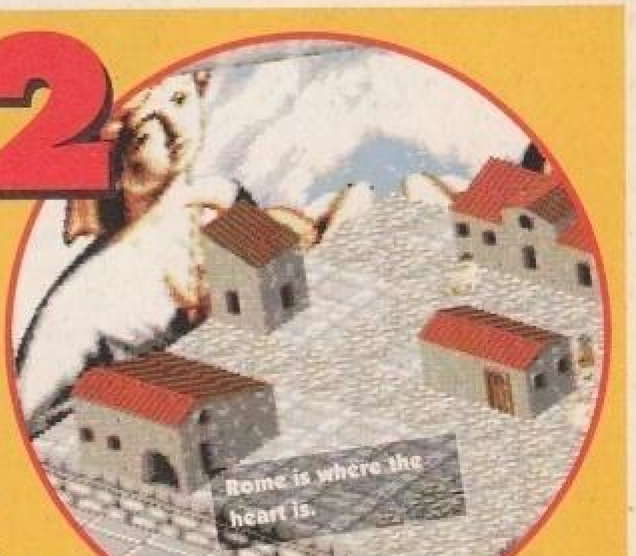

Grade 1 listed buildings.

THE BOTTOM LINE

If you like role-playing games then you'll probably like this. There. I've said it and I'm unrepentant. However I think Jonathan over-rated it a little when he originally reviewed it.

69 PERCENT

ROME AD92


Rome is where the heart is.

Runs on: A500, A600, A1200
Publisher: Kixx
Price: £15
Release: Out now

Ever felt lowly and insignificant? And yet always been convinced you could be something so much better? If so, then *Rome AD92* is definitely a game you will be able to relate to.

Sort of. You won't want to play it, because it's not very good, but at least you'll be able to sympathise with your character as he runs around the screen desperately trying to get on to the next level.

You see the trouble with the game is it's just too boring. The idea is that your character Hector, starts off as a slave and through a series of adventures (levels) you progress through the ranks of society to the dizzy heights of Emperor. A task and a half, as you can appreciate. You do this by simply figuring out what tasks need to be completed and then what to do next.

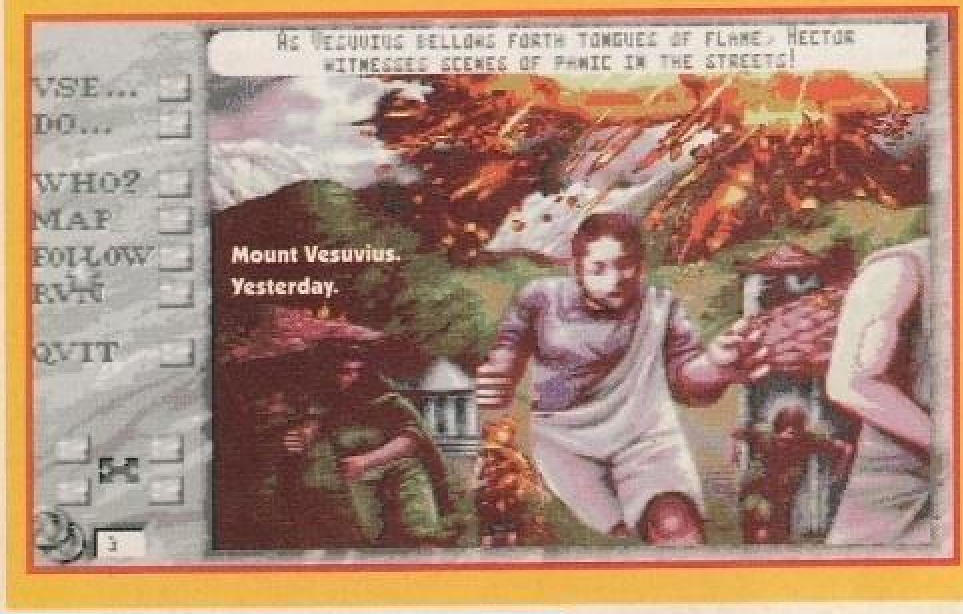
All this takes place in a forced perspective view similar to *Syndicate*. But without the detail. You very basically 'interact' with people, simply saying hello or asking them what they do. And when you're able to do something else you'll notice a new option in one of the boxes.

It's pretty simple to get off the first level, but then you start noticing that you're not getting enough information about what's going on and the game quickly descends into you wandering around hoping you bump into someone or something that will lead you on to the next bit.

The game's also very linear, made more annoying by the fact that it leads you to explore the level thinking that lots of things are going on. Which they simply aren't.

There's little to recommend about *Rome AD92*, it's all quite nicely put together but a lot more thought needs to be put into a game like this, giving you lots of options and strategies to formulate. This doesn't provide anywhere near enough depth or excitement

● *PAUL MELLERICK*


AS VESUVIUS BELLOWS FORTH TONGUES OF FLAME, HECTOR WITNESSES SCENES OF PANIC IN THE STREETS!

Mount Vesuvius. Yesterday.

THE BOTTOM LINE

Nice plot. But there's no intrigue or depth to the gameplay, making it methodical, slow and frankly uninteresting.

45 PERCENT

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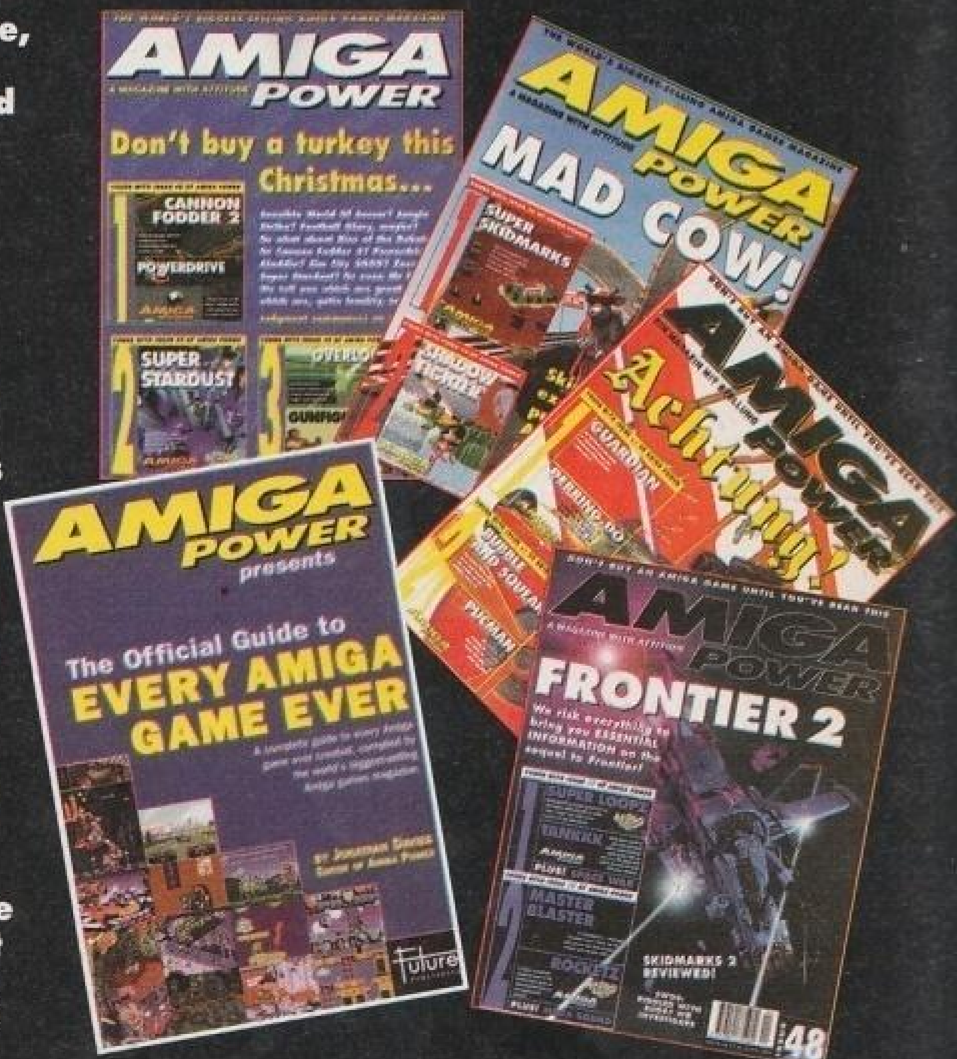
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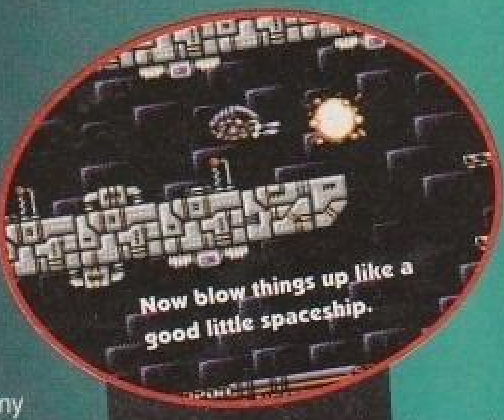
AQUANAUT

F1 Licenceware

Now, this is more like it. Very professional indeed. It's a simple idea – just wander around the (extremely big) level, finding gaps or blowing holes in things to make gaps in order to complete the level and move on to the next one. Simple, but fun.

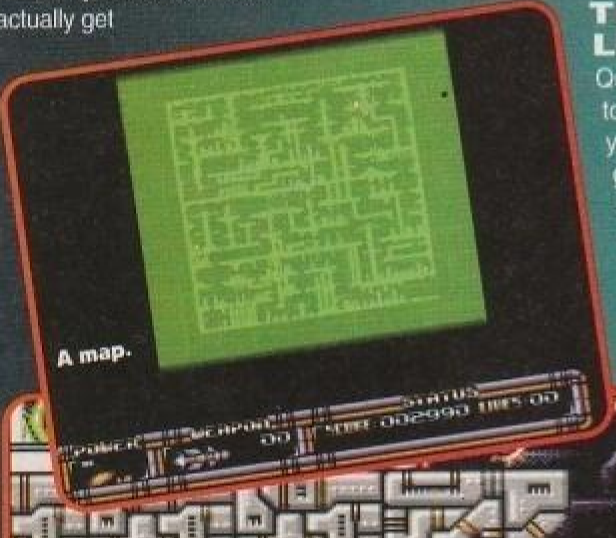
You start with a fairly basic weapon, but that's not too much of a problem because there aren't that many things around to destroy. Well, things that fly towards you anyway. There are plenty of stationary or wall-mounted attackers and then there's that old friend of ours, the hidden missile. Which you never notice until you're directly above and it's about to hit you. Ouch!

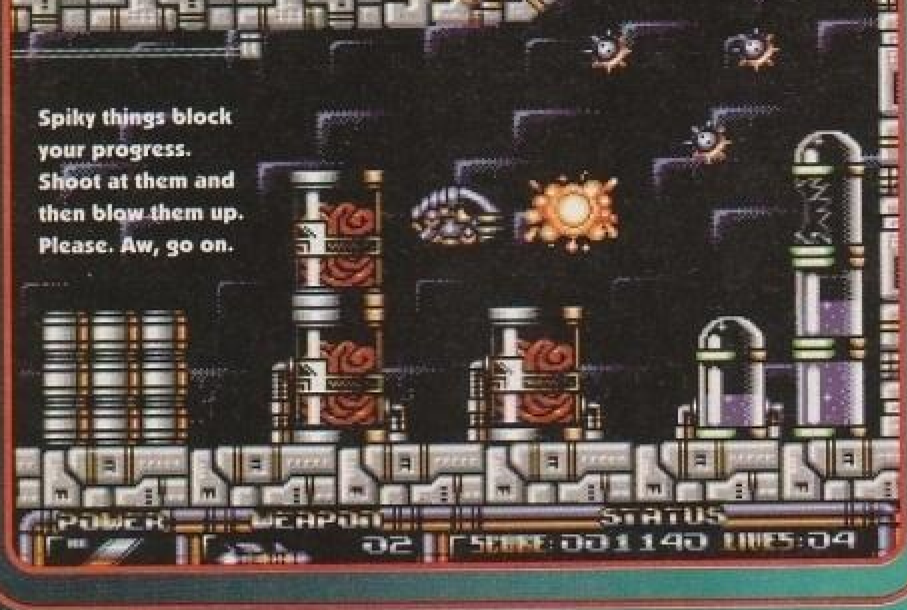
It's a damn slow game to play, and it'll take you some time to actually get your head around what's going on. But the game rewards your thinking and in no time at all you'll be running around the levels at great speed. There are plenty of power-ups and things to collect and it's not very often you see a well-thought-out AND interesting idea all rolled into one.

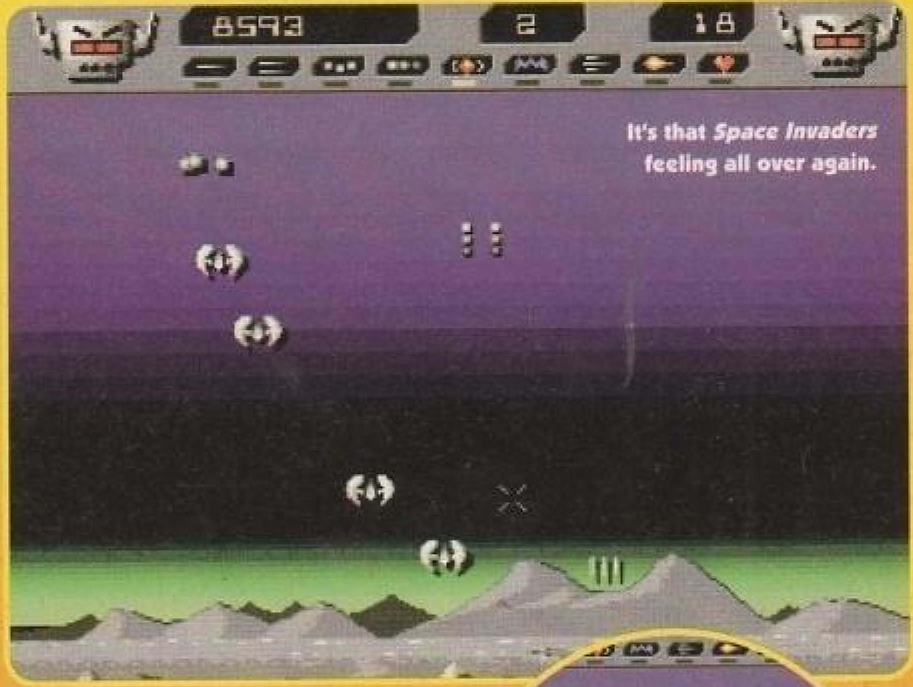

Now blow things up like a good little spaceship.

THE BOTTOM LINE:

Quite slow, and you do have to be rather methodical as you play it, but after a few goes you're really into the swing of things in what can only be described as a thinking shoot-'em-up.
★★★★


A map.


Spiky things block your progress. Shoot at them and then blow them up. Please. Aw, go on.



It's that *Space Invaders* feeling all over again.

BLAST 'EM

F1 Licenceware

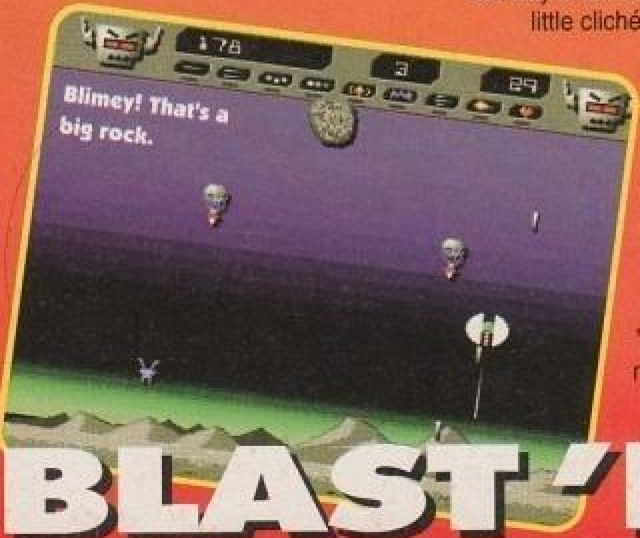
Yeah, so *Blast 'em* is an *AMOS* game. But you know the old saying 'Never judge a game by its programming tool'. Well, don't worry because this is actually quite good. It's a single screen shoot-'em-up with 50 levels, loads of varied, er, things to shoot and lots (and lots) of action.

You've got a traditionally small and under-powered spaceship which must take out all the level baddies before you can move on. Some of the thing you take out will drop little yellow things which, in the unrealistic world of the shoot-'em-up, will enable you to power-up to some meatier hardware.

It's all been done before, but there are some nice touches that make this worth playing. For a start, the action never lets up, over 50 levels. There are some very clever patterns to learn and, thanks to the four continues you get, you can always get that little bit further, but you're going to have to be really good to finish the game.

It's a good blast, and one of those games that will brighten up many a rainy Sunday afternoon. And if that horrible little cliché doesn't make you run out and buy it, then I don't know what will.

Red things of some description. And they fire at you too.

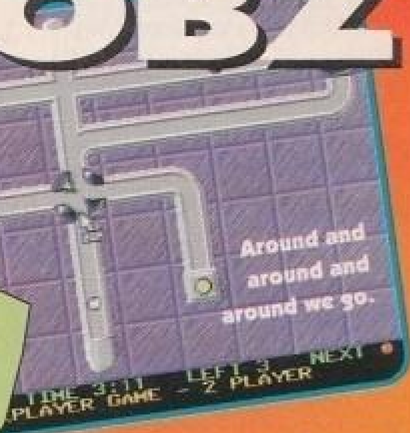


Blimey! That's a big rock.

THE BOTTOM LINE:

Imaginative, playable, fast and fun. And cheap as well. A game for the '90s. If you see what I mean. ★★★★

INFECTION, TOOBZ & CONFUZÍON



Around and around and around we go.

17 Bit

Three games on one disk and proof positive that games don't have to be big to be good. *Confuzion* is the worst – a horrible slidey puzzle thing and it's got a 'z' in the title. The other two though are rather good.

Infection is one of those games that stops you working all morning and then means you have to rush all afternoon.

Four players (any combination of computer or human players allowed) try their best to cover the board in their chosen colour by infecting the adjacent square and taking over other colours. You can even jump two squares at the expense of vacating the square you were on, and there are special infecting pads that infect a whole strip (vertically or horizontally) with your colour. The computer opponents are clever and you can even have a little tournament.

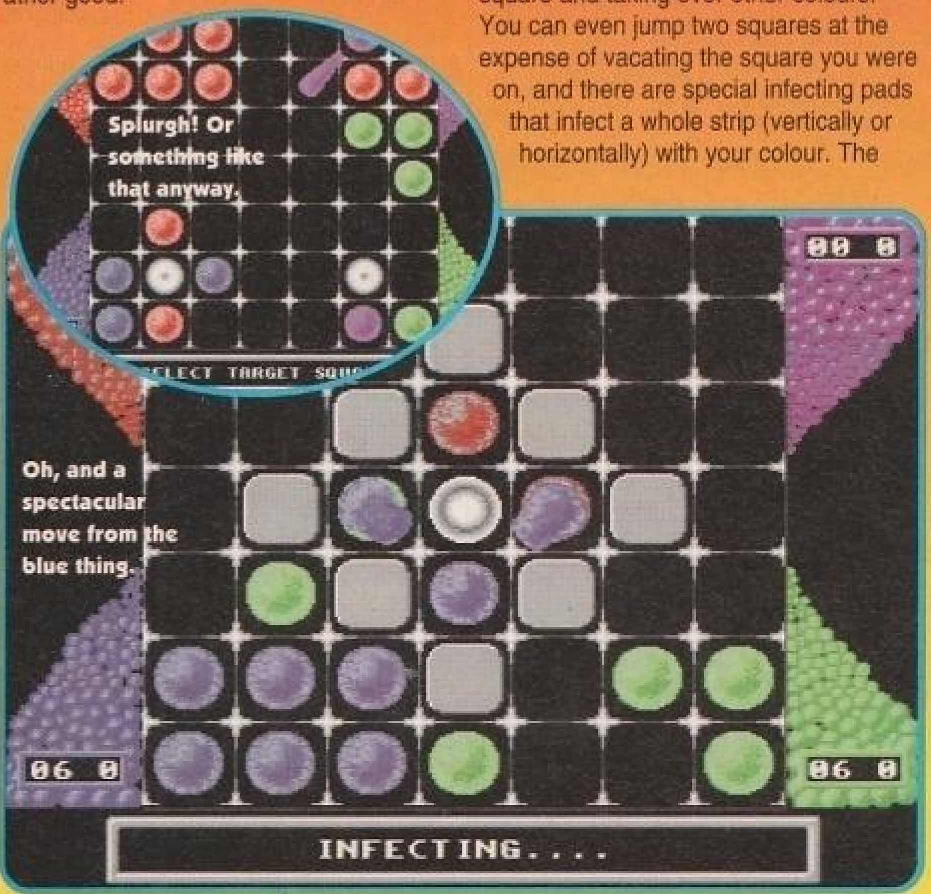
Toobz is another puzzle game, and this time it's pretty hard right from the off. Using moveable junctions and tubes you must guide the right number of coloured balls into the appropriate slots before the time runs out. Put the wrong ball in a slot and you pay a time penalty, drastically reducing your chances of success. You have to do some quick thinking and though it's a bit daunting at the start, you soon get the hang of it. Try it yourself. It's on the coverdisk. So's *Infection* come to that. We're too good to you, aren't we?

TOOBZ
CHAMPION

THE BOTTOM LINE:

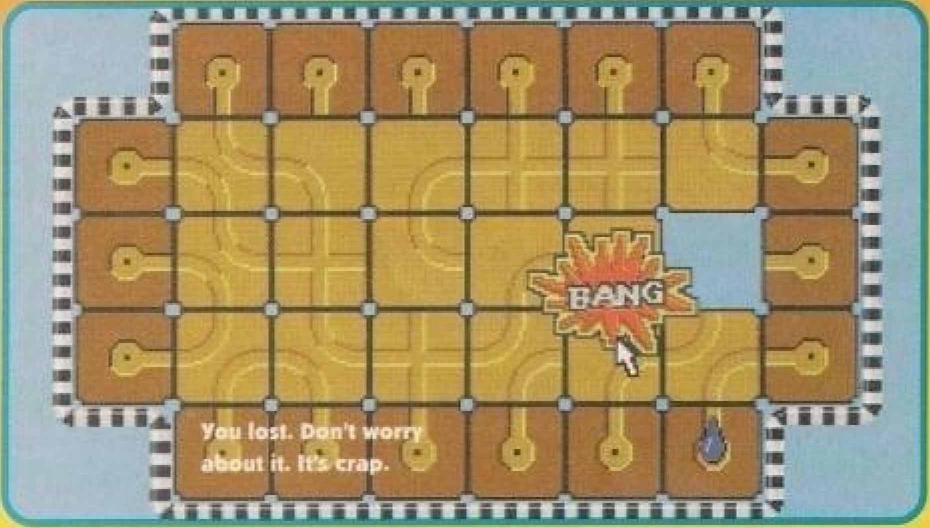
Two pretty good games and a rather poor one.

Infection – ★★★★½
Toobz – ★★★½
Confuzion – ★½



Splurgh! Or something like that anyway.

Oh, and a spectacular move from the blue thing.



You lost. Don't worry about it. It's crap.

JUMP 'EM

17 Bit

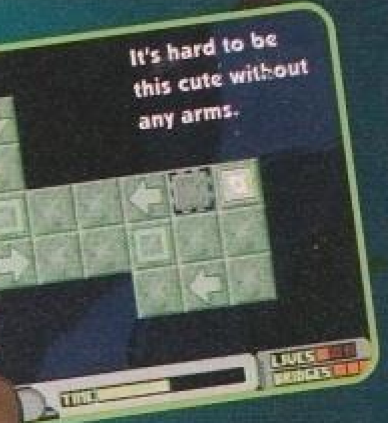
Ah, it's puzzly jumpy around time again, is it? Still, this is a fun little brain teaser, and even if it's not exactly the most original game this month it's still a nice one.

The idea is to progress from level to level by jumping on and then off the tiles. You have to get from one end to the other and make sure all the tiles have disappeared before you can take on the next (and generally harder) level.

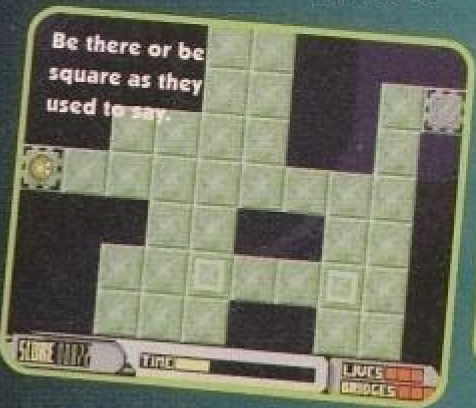
Of course, there are tiles that need more than one jump before they dissolve away and you're hindered by the fact that you can only jump one square at a time and only in an up, down, left or right direction. There's a password for every level, so you don't get tired of the same easy level and in traditional puzzle game style the game starts off easy and er, well it gets harder.

THE BOTTOM LINE:

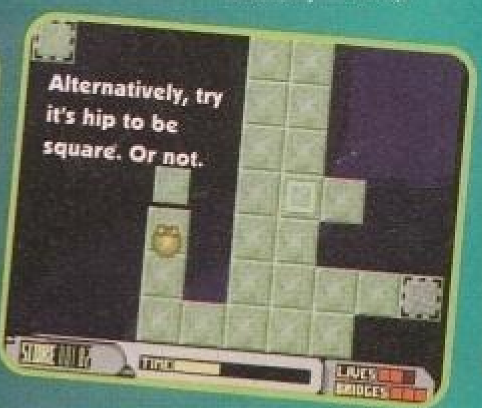
Fast and playable, but in the end it's not very original and there's not all that much to it. Good, though. ★★★



It's hard to be this cute without any arms.



Be there or be square as they used to say.



Alternatively, try it's hip to be square. Or not.

WHO? WHERE? HOW?

Once more we come to the end of another selection of games. And again you might want to actually try some of these yourself, unless you doubt the might of AMIGA POWER that is. So if you want to know more contact F1 Licenceware on (01392) 493580 or try 17 Bit on (01704) 834335. And tell them we sent you.

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DO THE write thing

This month sees the arrival of possibly the most frightening 'press release' we've ever received, a long-standing mystery that nears a solution and a thousand and one (well, nearly) other things that are at once mystical, funny and deeply profound.

● **Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.**

"MYSELF AND IZZY"

Right, it's official. Myself and Izzy Rees are joining forces. All tremble in fear. We are even more powerful than the Four Cyclists of the Apocalypse!
Ludwig Ledbury
pl@soton.ac.uk

Urghh. What a terrible way to start this month's correspondence. Rest assured, after this terrifying vision, things can only get better.

"BEARDED SHOPKEEPER WAVED"

Since June 1991, I've been getting my Amiga games from a little shop in Wimborne Road called Caltec. (Actually, that's where Andy Davidson programmed Team 17's *Worms.*) But when I went in there earlier today, Mr Bearded Shopkeeper waved a "Closing Down Due to Amiga Market" message at me. Apparently they've been losing money as everyone else has been shopping in the big stores in Bournemouth. Damn. I would like to say that you readers out there should support your local Amiga store.
Yours **Andrew Crane, Bournemouth.**

Yes. Even if the shopkeeper has a beard.

"MUSHY AFTER PLUMMETING"

Oh Dear AP,
I've just noticed the spine message on AP42, and you got it wrong! The Jerry Lewis/Clown character in Animaniacs actually said "I wish the ground were mushy and soft" rather than "I wish the ground were soft and mushy" after plummeting from the top of the Warner Brothers Tower. I suppose that was J Nash's idea. Yours nit Pickingly,
, Cheltenham

Perhaps. But at least we wouldn't have, say, typed a letter and then forgotten to sign it, leaving an embarrassing blank bit on the page. For example. Chew humility, foul pedant.

"MEATY BLOKE BATTERED"

Dear AP,
I wish you to know that I got up and walked out of Stargate, a bit after the big meaty bloke battered about four marines.
Yours **Andy Elliot, Manchester**

You see, we are ALWAYS RIGHT. Pray that the rumoured sequels never emerge.

"HAVE TO INSULT SOMETHING"

Dear AP,
Having read AP47, I felt moved to write this short script which, I hope, may one day be made into a film and hailed as a timeless classic that will survive the test of time and prove to be a work of genius:
SCENE: A darkly lit room, heavy with smoke and filled with wild-eyed magazine journalists in the middle of a heated debate.
Journo 1: Look, face facts, the deadline's tomorrow and we still don't have a main feature.
Journo 2: I know, we could do a feature-length joystick review.
Journo 1: Nope. Done that.
Journo 3: How about proclaiming ourselves to be superior to anything else on Earth or, indeed, the whole galaxy?
Journo 1: Nope, done that. Come on, think, we need something new and exciting.
Journo 2: Er… Well then, we're going to have to insult something.
Journo 1: Like what?
Journo 3: Other magazines?
Journo 1: Old news.
Journo 2: Publishers?
Journo 1: Bought the T-shirt and worn it several times in public.
Journo 3: Well then that only leaves our readers, but how?
Journo 2: We could condemn them to the eternal fires of HELL if they even think of cheating.
Journo 1: Then, erm, we could give them 14 pages of cheats cunningly disguised as hints and tips.
Journo 3: I like it. It's brilliance bordering on genius, no, it's divine intervention. (He leans over and gives each of the others a big kiss on the forehead.)

I think this emphasises my point sufficiently. I thank you.
Patrick Marriott, Rossendale

That'll teach us to print a whole bundle of cheats in an original and entertaining manner. Next time we'll type them out in columns. On a black-and-white page maybe.

"I SUGGEST 'THRUTCH'"

Czen dobre,
Now that the deep, mystical thingies hidden in the word 'natch' have at last been revealed, how about a new round of 'guess the word?' I suggest 'thrutch.'
Prosze jeden bilety na Warsawa Centralna,
Steve Bosanko
S.Bosanko@east-anglia.ac.uk

That'd better not mean anything rude. We'd hate to upset our sizable Polish-reading public.

"CHEAPER TO SHIP"

Dear AP,
Here I am, writing to you once again from the past and yet, paradoxically, from the present AT THE SAME TIME. Just because it's cheaper to ship magazines to New Zealand, I have to be three or four months behind the times. This is why I've only just found out about Sensi's soon-to-be departure from Amiga games (muffled sob). Say it ain't so, Jops. Why, if it wasn't for the climate, pollution-free environment and low crime rate, I might almost regret being a kiwi.
Josh Addison, Auckland

"CHARMINGLY SNEERING"

To be honest I'm slightly shocked and stunned. The self-confessed technophobes at AP actually have a net page on that delightful Futurenet thing. At least it's in the charmingly sneering and domantrix *(Do you mean dominatrix? Hopefully not. – Ed)* style we're all used to. The Net's far to polite by half, matey.

And another thing (quite suitable for Bottom Line inclusion and (even better) for flogging a few more of your sweatshirts for female-starved cyber-Amiga-junkies): I lay claim to being the first person ever to pull in an AMIGA POWER sweatshirt. In Indie-rock circles wearing such an obviously ironic garment to a sweaty nightclub increases your pulling power manyfold. And better yet it's light enough to dance in all night without getting unsightly 'water' rings. Truly the AMIGA POWER sweatshirt is the garment nine out of ten casanovas prefer. A Garment of Champions.
Thanks,
C-Monster
bs4kmg@bath.ac.uk

We have since discovered that C-Monster's real surname isn't Monster at all, but (we're led to believe) Dillen. Team 4 1/2's finest is (we are told) a first year Biology student at Bath University. More details as we lawlessly and covertly unearth them.

"GREETED BY AN 'OHHHHH' SOUND"

Dear AP,
Here is my opinion on Sensi leaving the Amiga… *("The flip" – Ed)* they are!

Sensi games only EVER do well on the Amiga. *Cannon Fodder* for example: it bombed on the consoles (no mouse = hard game), it did not sell on the PC (it was reduced to £19.99 within two days of release in our local games shop). *Sensi Soccer* is another example. On the consoles they hate it (*FIFA* is king of the consoles) and on the PC they hate it (none of this arcade action stuff, adventures only). Again, only on the Amiga did it sell in volume. (If not, why did they release the Amiga version first?) Repeat the above for all Sensi games.

Now, the reason they gave for leaving was PIRACY. I must say at this point that I do not pirate games as I am fortunate enough to be able to afford them. HOWEVER, a 14 year old kid who has been saving for the past month is not going to buy a game which is sooooo HARD that he will never see past level 8 phase 3. (Say. For example.)

I bought *Cannon Fodder* for 25 of your new pounds when it came out and have not yet got past level (you guessed it) 8 phase 3. What is the point of the game being sooooo hard that most players are denied access to 3/4 of the levels? And *Cannon Fodder 2* is supposed to be harder…

I also bought *SWOS*. Being an owner of *Sensi* already, I found the game almost impossible to play. There is only one way to score and that is standing near the goal line to one side and curling the ball in. What the hell is the point in this? In the original you could be inventive and score some wicked goals. In this one, every time you try something new you are greeted by an "ohhhhh" sound. (And why is it not HD installable?)

Thus, in summing up: *("Kiss" – Ed)* off Sensi, you will not be missed. Games that are way too hard are just plane old unplayable, not smart and certainly not clever.

However, I fear we shall not be so lucky. The whole thing about Sensi leaving was, I suspect, just a publicity stunt by Stu to get us to buy their games over the Christmas period.

Ali Tavassoli
ch2091@bristol.ac.uk

"THEN THERE WAS ANOTHER ONE"

Could you stop the following jokes please?
1. The 'natch' joke, where readers write in to give their opinions on what it means, despite the fact that it's bloody obvious.
2. The 'Stuart Campbell – Who?' joke.
3. The sequels joke, where you say "First there was this game, then there was another one of it, etc."

Yours effeverscently,
Jonathan Sacramento, Gibraltar

We already have. Now all we've got to do is think of some new ones.

AP SWEATSHIRT winner

"VACUUM CLEANER, OKAY?"

Dear DTW Thing,
My vacuum cleaner is cack. "Just HOW cack is your vacuum cleaner then?" My vacuum cleaner, right, is so cack, the "1000 Watt extra powerful suction" so manifestly not up to any vacuum cleaner-type task, that rather than VACUUMING the carpet, I have to pick up every piece of fluff/scrap of paper/non-specific brown thing found lying on the carpet by hand, and feed each one individually up the nozzle. Now that, in my book, is what I call a cack vacuum cleaner, okay?

It takes me 45 minutes to 'vacuum' each room because I have to use my fingers and what is, in effect, basically nothing more than a huge, noisy, expensive, electricity consuming carrier bag. Bugger. Were it not for this fact, I would have been able to complete an earlier letter to you.

What I had meant to write about was the abysmally substandard state of Amiga magazines, whose horridness is twofold. The first fold I shall daringly call (1).

(1) This is a near total lack of writing ability. Sloppy, cliché-saturated, grammatically obscene, dull nonsense fills 80% of the magazines. Any enthusiasm for the game being reviewed is swamped beneath the urge to secretly vomit into the reviewer's coat pockets, so he wouldn't know about it until the next day, when he'd casually reach for change, by which time the sick would be cold. For example. Where do they get these people? They may be wizards with a joypad but, as sure as we know a Hammer film will end with a fire, we know they spent their English lessons having board rubbers thrown at them. The next fold, with a pixie-ish sparkle in my eye, I'll dub (2).

(2) This is much more serious. It is pure idleness. The quality of the magazine is such that they've never bothered to check it, with screen grabs too dark or too blurry or from a different game entirely. You squint, and twist the page, and are still unable to tell whether it's a grab of that new game, or merely a polaroid of something which recently fell out of the writer's nose. The whole thing speaks of slovenly, couldn't-care-less production. I can only assume that all Amiga users, like me, lust after news and data ("Doctor, I constantly lust after news." "I'm afraid you're an infomaniac"*) to a degree which supports them.

It's obvious that I don't include AP with these abominations; everyone makes the odd mistake and no-one can completely control what happens at the printers, but the attention to detail you put in is apparent. Equally, though, someone tells you every month that you're not as good as you were and you were never as good as the people who came before you anyway, and though you may all be frighteningly ugly individuals, your writing abilities are evident. Amiga Format, which, let's face it, is merely peopled with your cast-offs and followers, is also very good. My glances at PC Format appear to reveal a creeping AP hegemony too, incidentally. Are you slowly seizing Future Publishing from within? *(Yes. – Ed)* Most of the other Amiga mags, though, are truly emetic.

You may wonder – supposing that at this point in the letter you still have the will to live – why I'm writing all this to you. Well, I could write to every other magazine individually, but I know they all read yours anyway. So, if you publish the most coherent parts of this, it'll reach them all in one master stroke. Perhaps then they might try a bit harder, and employ people who don't need help to dress themselves. Then, although AP will undoubtedly still wear the crown, beneath you we'll have an impressive court of magazines to delight the public.

Or perhaps not.

Officer Dibble, Wolverhampton

*In his 1874 book 'Responsibility for Mental Disease', Dr Henry Maudsley said a tendency to make puns was a sure sign of insanity. I tell you that for no extra charge.

"DUALITY OR SIMPLE PERVERSION? DISCUSS"

Dear Mr Write-Thing,
I won't bother young Dick Pelley with the solution to Dimitri Buytoert's *Beneath A Steel Sky* problem as he'll probably be literally buried, many years from now after a full and active life, and will certainly have many, many *BASS* solutions to cope with in the immediate future.

However, on the subject of *BASS*, I played this on CD32 because I wanted the speech – I know you look down your collective noses at this feature in point-and-clickers, but I poke a singular finger up one of your collective nostrils. I thought it added greatly to the atmosphere and I'll strip to the waist and wrestle any woman who says differently.

I thought *BASS* was a very nice game, and nicely designed too. Fluid interface, an intro that felt connected with the game, no eye watering, awkward, can't refer to it when you're playing 'manual on disk' (how bitter with life, how full of malevolence and self-loathing is a person who puts the manual on disk? Really?). Okay, I was initially curious as to why the central character, Rob, was wearing a dress, but I soon took this to be a symbolic reflection on the identity confusion that drives him through the plot. (Incidentally, Guybrush wears a rather attractive evening gown in *Monkey Island 2*. "Cross dressing as a personality facet in modern point-and-click heroes – The semiotics of duality or simple perversion? Discuss. Two and a half hours.")

Anyway, hark – once merely a shimmering dot on the horizon, I think I now hear the weary footfalls of the point of this letter approaching. Enter, friend. Although good as a game, *BASS* locked up well over a dozen times while trying to load backgrounds, or did load them but was so buggered after doing so that I had to reset anyway. Now, this could be my CD32, but I have no trouble with any other games, so I think not.

The nature of P-and-Cs means that much changing of location is involved; sitting in sweaty terror at every move is something I heartily thank the game's producers for. Not knowing if you'll be forced to reload at every move – now that's tension. This sort of thing could perhaps be extended. Perhaps when you buy a game, 30% of the time you should just get blank disks and no refund. Perhaps every tenth customer who buys a game could be set upon outside the shop by hired thugs wearing sinisterly inappropriate Mardi Gras masks and wielding socks full of heavy, foreign coins.

Perhaps even, every time a game's shoddy quality control provokes you to blaspheme, you should buy a few beers for your brother-in-law's shady mates. Perhaps they could steal into the producer's house in the cold, still early hours, drag them babbling and confused from their silk-sheeted beds, and rub stupidly large amounts of wood glue into their underarm hair.

I did mean to mention something else, but my girlfriend informs me that if I do not stop now and do the vacuuming that she will injure me really quite badly. Another time, maybe.

Yours, better for that,
Al Rico, Wolverhampton

It's a scary thought. The next thing we know, programmers will be devising power-ups that reverse your controls.

"GITS"

Right, a quick glance at the Amiga Charts on the Future WWW page reveals that Sensible Software hold No.1 with *Sensible WOS*, No.3 with *Cannon Fodder* and, er, No.19 with *Cannon Fodder 2*. Now are you seriously telling me that Sensible are giving up all that money? *SWOS* will be No.1 for ages, and will still be selling in 2 years. Oh hang on. "Still be selling in 2 years." Yes. That's it. They're not going to do anything, just sit and live off *SWOS*. And drive their Porsches. What a bunch of gits.

Ludwig
pl@soton.ac.uk

Go away.

"RAMBLINGS OF AN INCONTINENT"

Dear Mr Power,
Now we've all heard a great deal about Power Mac™ and the Power PC™ and the latest Amiga Format has some Cyber-Techno-Junkie-Egghead waxing lyrical about the next generation Amigas that he isn't working on anymore. Now let's imagine, just for one moment, that these mythical machines were to be christened (oh so originally) Power Amigas™. Would this mean our beloved AP would retitle itself PAP? While we're fantasising here, what if it were renamed (Phoenix-like) the Commodore RISC Amiga™? Would your hallowed magazine turn to CRAP? (Snigger.) No, let's leave that sort of thing to *("Michael Jackson" – Ed)* and *("Currant Bun" – Ed)*, as they seem to be doing a darn good job of it.

Recent issues – Your SCUM feature was inspired, and your in-game music thing was a work of genius. Not too sure about the dinosaur thing, though. Er... (I'm struggling now)... AP is truly wonderful... Cam is great... Rich Pelley looked like Professor FJ lewis in AP47 (intentional, I presume).

Sorry, I'm losing it (whatever 'it' is). My letter is now suffering from the fact that the entire purpose in writing was fulfilled in the first paragraph, leaving nothing but incoherent ramblings of an incontinent buffoon to smear across the Kleenex Quilted™ surface of your letters page, and we all know that incoherent ramblings consisting of a sentence more than 79 words are in fact another TOOL OF ➤

THE ORIGINAL SERPENT, THE LIAR AND THE FATHER OF THE LIE. Are they not?

By the way, my puppy (George) is exactly 16 weeks old today, so could you send her a card, or just say hello – I'm sure she'd appreciate it. It might even help to cure her diabolical wind problem. Maybe not, she can't read yet. Or can she? OR CAN SHE?

Anyway, nice chatting with you,

Kevin Evans, Derby

And with the words "Hello George", Kevin's misleadingly-named puppy joins Bob the Hamster in the AP Hall Of Misgendered Pets.

"IT WAS ACTUALLY USED"

Dear AMIGA POWER,

I would just like to say your mag is easily the best of the bunch. It's more informative and enjoyable to read. I do have a few criticisms though. *Frontier* and *Tower Assault* are brilliant games. I'm sorry, but as the Readers Top 100 showed, most Amiga owners think the same way about *Frontier* too. It seems the Amiga is about to be swamped by *Doom* wannabes. I saw a demo of *Alien Breed 3D* in *("Michael Jackson" – Ed)* (sorry, but I just had to see the demo) and it looked brilliant. The graphics were a bit blocky but it moved at a brilliant pace. This could well be a *Doom* beater if the game plays as good as it looks and moves. It does prove the A1200 is more than capable of running games of that calibre. It's about time id software (or at least somebody buying the rights) did a conversion.

You haven't really said much about LightWave 3.5. I know you're technically a games mag, but it was no doubt the biggest thing for the Amiga in 1994. I've heard it was actually used for the special effects in Babylon 5 and Sea Quest DSV. Is this true?

Oh, and Stargate was completely crap. Wooden acting, badly executed plot, predictable story line, diabolical gibber basically. Some kids actually cheered when it finished.

Anyway that's about it really,

Richard Cotton
ndca4206@zuse.brklands.demon.co.uk

LightWave 3.what? Eh? What the blithering heck are you on about?

"BYE, STUPID"

Dear AP,

What is it with the AP letters page and cretinous morons? I mean, in AP45, we had Androgynous Pirate, the moron who can't afford games and so steals them. What logic. What a guy.

Then in AP46, Stupid Ford wrote in ("No the Amiga are best") asking for an apology for his stupidity. Well Stupid, here it is: I'm sorry that you are a cretin. Thanks. He's not buying AP again, so he won't be reading this. Bye, Stupid.

Then we had Limpid Boyle, the bloke who hasn't read an Amiga magazine which deals with printers. Hasn't he read Amiga Format, or seen the adverts in EVERY SINGLE issue of AP? Oh, and Limpid, what's the point of telling people not to buy an Amiga? Don't you think that most AP readers might just own an Amiga? Cretin.

So Limpid, Stupid and Androgynous, stop writing and save space for funny readers, like Steve Bosanko and Isabelle Rees!

See ya,

Michael Bester, Newcastle

"DEEPLY OFFENDED"

Hmm, looks like the Ludwig-backlash has started already…

> Date: Fri, 24 Feb 1995 21:24:55
> Subject:
> From: David Mann
dmann@eissturm.win-uk.net
> Please would you not send anymore messages to Amiga Power otherwise I will be deeply offended
David Mann

I'd better stop then, eh? Heh.

Lud
pl@soton.ac.uk

Annoyed by Ludwig yet? Console yourself that this is merely a fraction of the tedious waffle that diurnally drenches our Ethernet Gateway. Why not start your own Ludwig backlash by 'flaming' Lud over the 'Net'? You'd be doing us a favour.

"'A GOOD SLAPPING'"

Hi.

Right my friends. Let's take this slowly. There are bad covers. Then there are awful covers. Then there's The AP Dawn Patrol cover. It's *("Bright" – Ed)* comrades, and the artist will be among the first against the wall "Come the Revolution". I mean, a big black page with "DAWN PATROL!" on it would have been better. Or just a plain page with "BUY ME – I CONTAIN INFO ON TOP AMIGA GAMES" would have been superior. Just don't go back to the Mark Ramshaw age Covers, as If you do I'll have to pop round and give you all 'A Good Slapping'.

On the other hand, the actual contents were much better. Yet again you move to reclaim your greatness which you temporarily lost under the metaphorical sofa last month. Go Figure.

Love, Peace and Haggis,

C-Monster.

You're entirely wrong. Apart from the last bit. Apart from the very last bit.

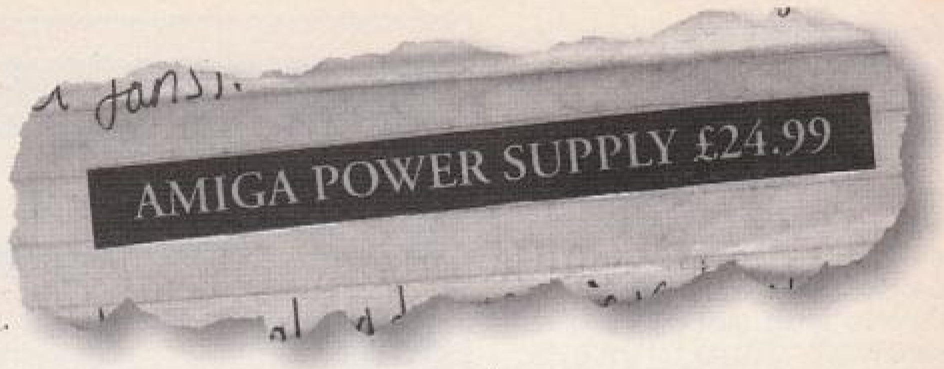
"A SUBSCRIPTION?"

Dear AP,

£40 for a subscription? You've been conned and no mistake. Look what I found in Amiga Format ish 63 (page 160, fact fans) *(The picture top right. – Ed).*

Yours My district is Ayrshire, not Ayreshire as you printed in AP47,

Colin 'Menzo' Meney



AMIGA POWER SUPPLY £24.99

"STARGATE IS ENJOYABLE"

Dear AP,

I agree with you that *Sensible World of Soccer* is (one of) the best game(s) ever. And those who snivel and whine about it being too difficult should just PRACTISE MORE INTENSIVELY. TO GET BETTER. One small question though…

Why does there only seem to be one crowd chant in *SWOS* on the A500? Wherever I play in the world, the same monotonous chant recurs – DESPITE being informed by Sensible Software in their many advertisements for the game that there were 'authentic' chantS (note plural) from around the world.

Is there an explanation? Or are Sensible Software merely THIEVES, CHEATS and LIARS? If you don't know, perhaps you could make use of the apparently symbiotic and rather disturbing relationship that you appear to enjoy with Stuart Campbell at Sensi and get HIM to answer. Please?

By the way – Stargate is enjoyable precisely because it's so bad! The kitschy sets; the characters, seemingly extracted from the blood of a fossilised 1950s screenwriter (absent-minded but brilliant scientist, tough marine with a 'past', token native love interest etc...); the 'back of a cereal packet' theories about the origin of civilisation – altogether they make this the best 'comedy' of 1995. (Apart from the laughably camp and narcissistic 'Interview With The Vampire' – but that was written in the '70s so it's got an excuse.)

On an interrogative note once again: I DEMAND to know which of you have the ability to 'do' those Magic Eye things. And are there any 3D games on the Amiga? (That are any good, that is.) I just wondered, that's all.

Keep up the 'good' work.

Simon Delamare
ec94sjd@brunel.ac.uk

The SWOS thing is something to do with hardware limitations. Stargate? YOU ARE WRONG. It is NOT "enjoyable precisely because it's so bad". Timecop was bad-but-enjoyable. Watching Stargate is like sitting in a dentist's chair for two hours without an anaesthetic. And Interview With The Vampire wasn't much better. As for 'Magic Eyes', we have a theory that they're merely an elaborate hoax, and no-one can actually 'do' them at all. Anyone who claims they can is merely afraid of appearing inferior.

"OH NO! SOMETHING TERRIBLE"

Dear AP,

I was just filling in the AMIGA POWER Reader Survey when I noticed in one of the questions something about "an average issue of AMIGA POWER". But surely there's no such thing. Each issue is unique in its own special way. I mean, average according to you is worthy of 50%. Utter baloney. Average issue of AMIGA POWER. I ask you.

Oh no! Something terrible just happened. I've joined the group of sad individuals who have nothing better to do than drivel on all day about how great AP is. Surely you don't need this sort of thing. The fact that you know you are the élite should be enough. Shouldn't it?

Hair, Team 4 1/2, Stafford

No. We may be intellectual giants, but that doesn't mean we're not suckers for shameless toadying.

AND ANOTHER THING..

Dear Geoffs,
No! I must not succumb to the rapture of warm bread.
Dale 'Dimrill' Bird

When all this Satan business has come to an end, how about basing things around bathroom products and appliances? You know, like "You foul black flannel of death, hung on the side of the horned god BATHMAT's wash basin itself." Or not.
Paul Maud'dib, Arrakis

Knowledge and authoritative, honest reviews make AMIGA POWER the best assemblage of atoms since our galaxy was formed. Hail the POWER! Long live the POWER!
Alex Smyth, Sheffield

Cam's subversive, capitalist ravings cannot detract from the glorious month of February. All hail St Valentine!
Toss me on the pile,
Bob Sherbine of Portage, Pennsylvania
rssst17+@pitt.edu

Hello?

AND THAT ADDRESS,

don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Cyber Otaku Matrix-Jacking Guru High Wizards can e-mail us at: ampower@futurenet.co.uk but we'll only reply in these pages, 'cos we're far too busy otherwise. So there.

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The

Gibbering and meeping, the insane reptilian horde closed ever nearer to the heroic stragglers from HMS AMIGA POWER. "Reader ads," announced cool-as-ice art editor Sue, "that's the only thing that'll hold them off." And she was right. As always.

SOFTWARE

● *Cannon Fodder 2* £20. Unwanted present, boxed with instructions.
Alasdair Murray (0141) 942 4062

● *Captain Dynamo* £5, *Jurassic Park* (A500) £10, *Street Fighter 2* £10, *Beneath a Steel Sky* £15, *Theme Park* (PC) £40. Or £70 the lot.
David Fowler (01675) 463554

● *Premier Manager 2, Chaos Engine, Stunt Car Racer, Trolls, Pinball Fantasies and Nick Faldo's Championship Golf* £6-£16. **Fraser Munro, Regent House, Queen Street, Nairn, IN12 4AA**

● *Sports Masters, JM American Football, Premier Manager 2* £8 each, £14 for any two or £18 for the lot.
Gareth Pollard (01409) 221524

● *Theme Park (A1200)* £12, *Frontier* £7, *Monkey Island* £8, *Sensi Soccer International* v1.2 £6. All boxed originals.
Ben Sheppard (01793) 771018

● CD32 games: *Rise of the Robots* £15, *Zool 2* £12, *Guardian* £15, *Sabre Team* £15, *Arcade Pool* £10 or £55 the lot. All boxed with instructions and in mint condition.
Archibald Henry (01268) 710627

● A500 games for sale. *Cannon Fodder* £15, *Mortal Kombat* £10, *Sim City* £5. All boxed with instructions.
Danny Jones (0151) 259 1295 after 5pm

● 30 games for sale including *Cannon Fodder, Heimdall 2* etc. £9 each or £5 for budgets.
Joe Lewis (0114) 268 2716

● Christian diskmag available. Interested? Contact me now! Send SAE for reply.
Thomas Smith, 11 Ballygowan Gardens, Kilcooley, Bangor, Co. Down, BT19

● *Batman* & *Roadwars* £3 each, *Robocop 3* £5, *Sim Earth* £7, *Nick Faldo's Golf* £8, *Jurassic Park AGA* £10. All boxed and complete.
Chris Jackson (01246) 231945

● Wordworth v2 word processing package for A1200. All originals and instructions. £20 ono.
Nicholas Dilworth (01727) 837865

● CD32 *Liberation*. Unwanted birthday present. Unopened, £20.
Neil Jones, 26 Aldershot Road, Guildford, Surrey, GU2 6AF

● *Historyline 1914-18* £15, *Mortal Kombat, Body Blows Galactic* £10 each, *Street Fighter 2, California Games 2* £7 each. All originals with manuals.
Alan Webb (01455) 291716

● *Mortal Kombat, Desert Strike, Another World, Syndicate* (+ extra missions). All with boxes, £15 each. Also *Cannon Fodder* & *The Settlers*, unboxed.
Tristan Hoffenden, The Grove, Chapel Row, Chadlington, Oxon, OX73 3NA

● *Cannon Fodder 2* £15. Hurry!
Tom Lynch (01691) 657489

● I will sell *Beneath a Steel Sky* £20, *Zeewolf* £20, *Superfrog* £10 or will buy/swap for *Mercenary* or *Theme Park* A500.
Daniel Waddington (01254) 397840

● Only £5 for *Chaos Engine AGA*. Someone please buy it.
Graeme Lloyd (0191) 285 8714

● *Deluxe Paint 2, Super Hang On, Shadow of the Beast 2, Lombard RAC Rally, Nightbreed, Funschard 2, Crazy Cars 3, Dungeon Quest, E-Motion, Parasol Stars & Voyager* £3 each.
Martin Wedge, 61 Grosvenor Avenue, Carshalton, Surrey, SM5 3EJ

● *Sabre Team, Wembley International Soccer, Roadkill, Guardian & Fields of Glory*. All boxed, call for prices.
Gary Cannaughton (01706) 32952

HARDWARE

● A500, 1Mb, Roctec external drive, Panasonic printer, mouse, 2 joysticks, 150 games + demos & mags. All manuals and boxes £275.
Dino Buonaguidi (0181) 398 3587

● Megadrive 2 with 11 top games. All boxed with instructions. Two control pads. £210 ono, or swap for an A1200.
Ben Reay (01298) 25318

● Amiga 1200, 2 joysticks, mouse, pad, games including *Pinball Fantasies AGA* & *Chaos Engine*. Only 6 months old, £200.
Damien Liburd (0181) 847 4661

● Philips CD-i with Digital Video cartridge, *International Tennis* & *Burn Cycle* £250.
John Lee (0171) 231 9291

● A500, good condition, games, mouse, joystick, manuals £125 ono.
Matthew Clarke (0171) 354 5752

● A500 1Mb, joystick, mouse, 80+ games, demos & utilities, £95.
Chris Whatsmysurname (01997) 421588

● Quickjoy Topstar joystick, worth £25, will sell for £13.
Sarju Atkar (01686) 626752

● Sega Game Gear for sale, with 10 games, Action Replay cartridge & carry case. Worth £350, sell for £200 ono.
Alan Newton (01744) 732337

● Gameboy with *Tetris*, 4 other games, carry case and magnifier. £70 ono.
Richard Woolner (0113) 256 0214

● A1200, 4Mb RAM, 80Mb hard drive, microbotics MBX1230 50Mhz second drive + many other extras, £499 ono.
Martin Brewer (0181) 750 7132

● A600, 2Mb, 5 joysticks, 2 mice and mat. 10 original games, including *Speedball 2, Lemmings* etc, plus Pen Pal & Deluxe Paint 3.
Andrew Warwick (01423) 868770

● Game Gear with 4 games, mains adaptor, car adaptor and magnifying glass. Good condition and all boxed, £80
Andrew Gore (0151) 480 7569

● A1200, 60Mb hard drive, external disk drive. Less than 1 year old – offers.
Karl Goodsall (01423) 886913

● Amiga A1200, joystick, mouse, mat, anti-glare screen, over 100 games & 50 coverdisks in storage boxes. £225 ono.
Iain Dilley, (0116) 269 5385

WANTED

● Looking for *RAC Rally* or other rally games (A600). Please get in contact.
Jonathan MacDonald (01247) 463545

● *Colditz* by Digita Software. Best price paid or will swop for *Campaign 2* or *Detroit*. **Dave Lee (01705) 582086**

● Help! Mad JRR Tolkien fan seeks *Lord Of The Rings* game.
William Matthews, Flat 10, 50 Millerfield Road, Dalmarnock, Glasgow, G40 5SU.

● *Hillsfar, Death Knights of Krynn, Dark Queen of Krynn. Abandoned Places 1, Bard's Tale Trilogy*. Fair price paid for any D&D type RPGs.
Mrs Horatio Chambers (01246) 472104

● I want *Desert Strike*. Must be original and a decent price.
Nick Whitworth (0728) 628269

SWAPS

● *Utopia* for *Goal, Championship Manager Italia, Vroom (F1), Sensible Soccer, Skidmarks, Wings* or *Zool 2*.
James Taylor, 1 Lees Moor Road, Cullingworth, Bradford, BD13 5HG

● *Monkey Island 2, Crystal Dizzy, Goblins 2, Indy: Fate of Atlantis, BASS, Jurassic Park, One Step Beyond* & *Legends of Valour* for *Sleepwalker, Cool Spot* & any strategy, puzzle, RPG, adventure. 1 for 1 originals.
Dave Heffron (0141) 638 2020

● Will swap my *Soccer Kid, Heimdall 2* and *Winter Olympics* for your *Syndicate*

Garden That Time Forgot

or *Alien Breed 2*.
Charles Watson (01989) 220360
● *Eye Of The Beholder 1 & 2*, *Darkmere* & *Ween* for *Might & Magic 2 & 3* or *Dungeon Master 1 & 2*.
Carl Biggin (0909) 722001
● *Weird, Wild & Wicked* A600 for A1200 & Workbench 3.0.
Mark Lynn (01202) 523109
● I will swap *Elite 2*, *Cool Spot*, *Zool 2* for *BASS*, *Overdrive*, *Premier Manager 2* or *Skidmarks*.
Russell Rowley (01831) 770102
● *Football Glory* A500/A600 with box & manuals for your *Soccer Kid* or *Project X* or *Arcade Pool*.
Jonathan Bamber (01993) 843680 after 6pm
● My *Parasol Stars*, *Sensi soccer*, *Brutal Football*, *Joe & Mac*, *Graham Taylor SC* & *Championship Manager '93* for anything good.
Michael Bennett (01247) 878494
● *Second Samurai* for *Bug Bomber*. Originals only, A600.
William Wilson (01799) 527760
● My *Fury of the Furries* for your *Laser Squad*, *Monkey Island 2*, *Walker*, *Dreamweb*, *Nippon Safes Inc.* or *Skidmarks*.
Michael Griffiths (01792) 897367
● *Assassin* (not special edition), boxed original for *Space Hulk* boxed original.
Jamie Graham (01883) 343772
● Swap *Chaos Engine* AGA for *Theme Park* AGA.
Robert Whitworth (01728) 628635
● Will swap any 2 of the following – *Club Football: The Manager*, *Bubba & Stix*, *Frontier: Elite 2*, *Diggers AGA*, & *Castles* CD32 for *Mega Race* & *Litil Divil* on CD32. **Mrs Madden (01732) 864527**
● *Second Samurai*, *Body Blows*, *Heimdall*, *Midwinter 2* & *Goblins 2* (unboxed) for any good games, preferably adventures.
Matthew Woolley (01934) 838198
● My *Bloodnet*, *Valhalla 2*, *Simon the Sorcerer AGA* for your *Innocent Until Caught*, *Legend of Kyrandia* & *Nippon Safes Inc.* **Allan Brown (0171) 793 1185**

PEN-PALS

● I am a 15-year-old male looking for pen pals overseas (although not essential). Male or females 13+. Don't be shy, reply.
Steven Meadows, 5 Fiennes Road, Banbury, Oxon, OX16 0ET
● Pen pals wanted, any sex and age. 101% reply, into anything and everything, so hurry.
Richard Fisher, 7 Pendragon Hill, Papworth, Everard, Cambs, CB3 8RN
● 24-year-old male A500+ owner (with 2Mb), seeks male & female contacts to exchange games etc. 100% reply.
Mark Penfold, 13 Sterling House, Cambert Way, Ferrier Estate, Kidbrooke, London, SE3 9YE
● Mad grafix artist! Would like friend who can program. I say yes to anyone. Must like rock. Male or female
Mike 'Bob' Jenkins, 56 Victoria Avenue, Newport, Gwent, NP9 8LR
● Crazy Female, 16, seeks male or female chums 14+ for fun and friendship. Loves TV and loud music, hates Take That and their fans. Fast reply. No sad people!
Tina Unknown, 27 Laurel Avenue, Blackpool, Lancashire, F41 6QX
● Hi, I am a crazy 20-year-old male who owns an A1200, looking for female Pen Pals, aged 16 to 99 years. So get writing ladies.
Darron Tetlow, 77 Milton Avenue, Bowring Park, Liverpool, L14 6TF
● Hi, I'm 18 years old and I want a male or female (especially female) pen pal, also any Liverpool supporters. Write soon and enjoy. 100% reply.
Paul Cranston, 10 Manderley Court, Old Gilford Road, Portadown, Co. Armagh, N. Ireland, BT63 5UN
● Looking for 12/13-year-old male. I own an A500+ and would like to swap cheats, tips and games etc. I like most sports and music. 100% reply.
Chris Kidd, 1 Chirton Place, Trowbridge, Wiltshire, BA14 0XT

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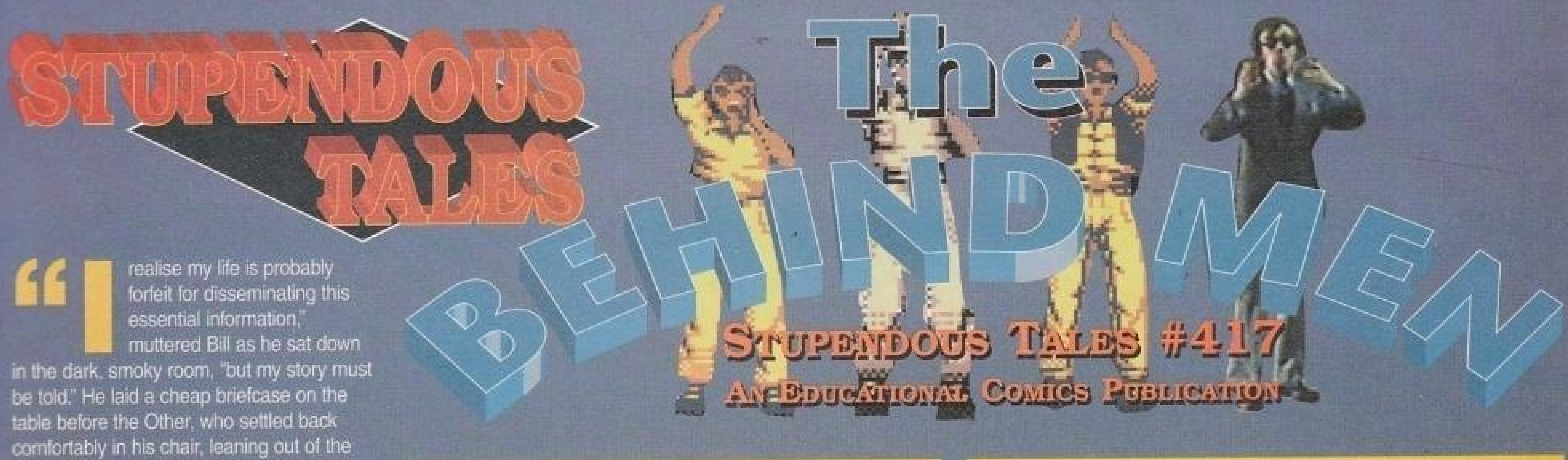
● Hello out there! Anyone interested in Amigas (500+), music, film, sci-fi, a few sports, and (like me) a VW maniac?
Carl Wilkins, 46/3 Coales Hall, Bishopsrise, Hatfield, Hertfordshire, AL10 9BT
● 14-year-old girl looking for a male pen pal the same age or older. I like music, Red Dwarf and Star Trek: The Next Generation. Please send photo.
Gemma Bullock, 121 Berkeley Road, Shirley, Solihull, West Midlands, B90 2HU
● Female, overseas or UK, pen pal wanted between 13-16, preferably good looking. Plus I want a girlfriend. I love computers and many other things. 100% reply. Photo please.
Paul Hall, 5 Bank Edge Gardens, Illingworth, Halifax, HX2 8LA
● Female pen pals wanted (12-15), with an eye for PD, gossip and romance! Reply 105% guaranteed.
David Petra, 6 Westonbirt Close, St. Peters Park, Worcester, WR5 3RX
● I would like anyone with an A500+, aged between 10-13. 100% reply.
Sean McAllister, 44 Chester Street, Accrington, Lancashire, BB5 0SD
● Hi! I am a 15-year-old girl, who likes grunge/metal music and love computers. Please write to me!
Jodi Crisp, 2 Pollyhaugh, Eynsford, Kent, DA4 0HF
● 19-year-old male, looking for Amiga owning gals for correspondence, possible meetings. Reply almost definite. Photo please! Non AGA only.
Eifion Smith, Flat 3, 345 Monks Road, Lincoln, LN2 5LG



The BEHIND MEN

STUPENDOUS TALES #417

AN EDUCATIONAL COMICS PUBLICATION

"I realise my life is probably forfeit for disseminating this essential information," muttered Bill as he sat down in the dark, smoky room, "but my story must be told." He laid a cheap briefcase on the table before the Other, who settled back comfortably in his chair, leaning out of the pool of light cast by the overhead lamp.

"Everyone's heard the legend of the Behind Men, of course," continued Bill, mopping at his brow with a handkerchief. "I still remember being frightened as a child by my grandmother, but that's another story. It was Uncle Edwin who first told me of the sinister agents who engineer the world's disasters for their own secret ends. I paid no attention to him, naturally, as a man will say anything when being dragged to the gallows, but his last words lay in my mind like an ulcer in a stomach." Bill all at once shrieked inhumanly, waved his limbs violently and made a sound like he was trying to clear his throat of cotton wool. "An epitaph like that stays with you for a very, very long time, believe me."

He opened the briefcase and produced a crumpled newspaper cutting. It showed the sinking of the Lusitania. He smoothed it out and placed it on the table, then put another piece of paper beside it. "Two years ago I was researching a story on naval disasters when I came across this photograph. Something in it jarred, and I had the picture enlarged. This is what had caught my attention." He turned over the second paper. It showed a figure standing in one of the lifeboats. The figure felt *wrong*, approximating a human being but shimmering beneath the eye, inexplicably sliding away from close examination. "It's exactly as Uncle Edwin described them," said Bill, his voice deadly quiet, as the Other shifted uneasily in his seat. "This is a Behind Man.

"Once I knew what I was looking for, things became terrifyingly easy. The Behind Men are everywhere." He shook out a sheaf of photographs from the briefcase. "Wherever you look in recent history, they're there, in the background, manipulating events and overseeing the terrible effects. I've no doubt they've been operating for hundreds of years – if you examine contemporary reports of everything from the murder of Edward II to the Krakatoa explosion, there's invariably mention of an unknown onlooker who mysteriously vanishes before he can be questioned – but it's only with the invention of photography that we've been able to place them at the scene. Look at these." He collected the scattered papers and dealt them out like cards. The Behind Men loomed up from each one, unnoticed by onlookers, orchestrating events to a higher agenda. Bill hurled the last photograph across the table, the Other catching it deftly as it slapped at his chest.

"There's more," moaned Bill, his head in his hands. "The Ghandi assassinations – Russia – Los Angeles – they all bear the marks of the Behind Men. And now they're moving into a new dimension." He cast glances about himself, and drew a rolled-up magazine cutting from his inside pocket. The page showed the Behind Men manipulating the denizens of the virtual universe. He looked across at the Other. "That's my story. It may already be too late, but if I can use your newspapers to disseminate the facts, we may yet stop them. What do you say?"

The Other leaned forwards into the light for the first time, fixing Bill with a penetrating stare, his clammy skin shiny in the light. "I say, Mr Klee, *look behind you*. No, only joking. Of course I'll get my editors to print the story. Global coverage. We'll save the world yet."

And they did. But neither of them saw the shadow being cast across the planet... FROM BEHIND.

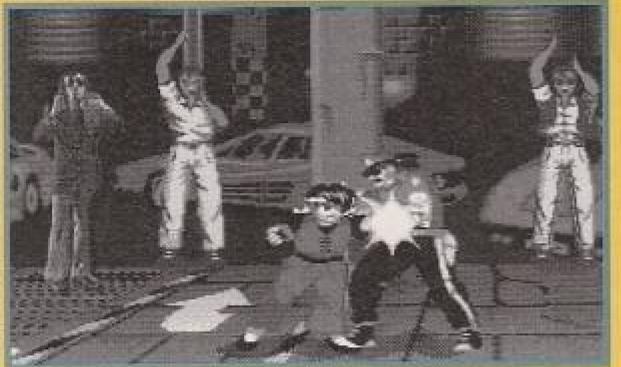
"A country's elected leader falling for a clear trick that wouldn't fool a four-year-old child? The Behind Men and their fiendish fibre-impregnating chemical compounds."

"I now believe the entirety of the Second World War was brought about in order to speed development of the atomic bomb."

"It seems incredible that the Sepoy Mutiny actually took place when it was so obviously doomed to failure – until you realise the Behind Men engineered the rising, designing it specifically to collapse Anglo-Indian relations in the long term."

"Ruby himself was unable to explain satisfactorily why he had so violently prevented Oswald from speaking the truth."

"A clear day? An experienced pilot? The Behind Men."



"A classic Behind Men plan. They start by coercing friends to fight, then move on to influencing groups, and before very long they're making you think what a great idea it would be to ignore your flight sim-approved target and carpet-bomb civilian areas instead."

"Again, what history tells us is laughable. Rasputin charmed the tsarina with his supposed powers of control over her son's haemophilia? Rubbish. The Behind Men besmirched the reputation of the royal family, encouraging their assassination and the rise of Lenin."

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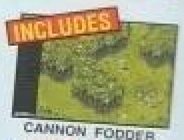

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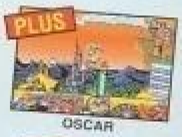

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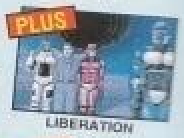

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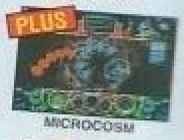

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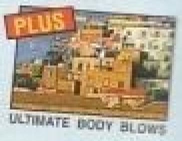

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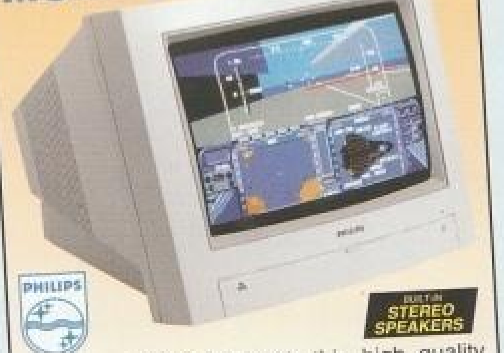

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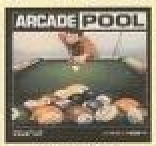
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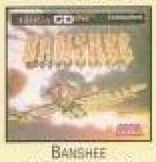
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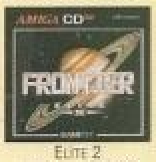
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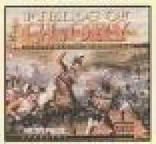
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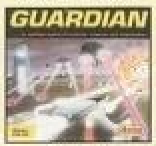
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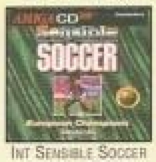
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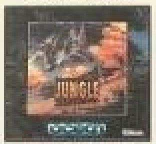
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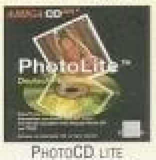
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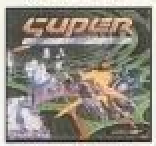
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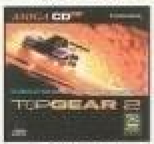
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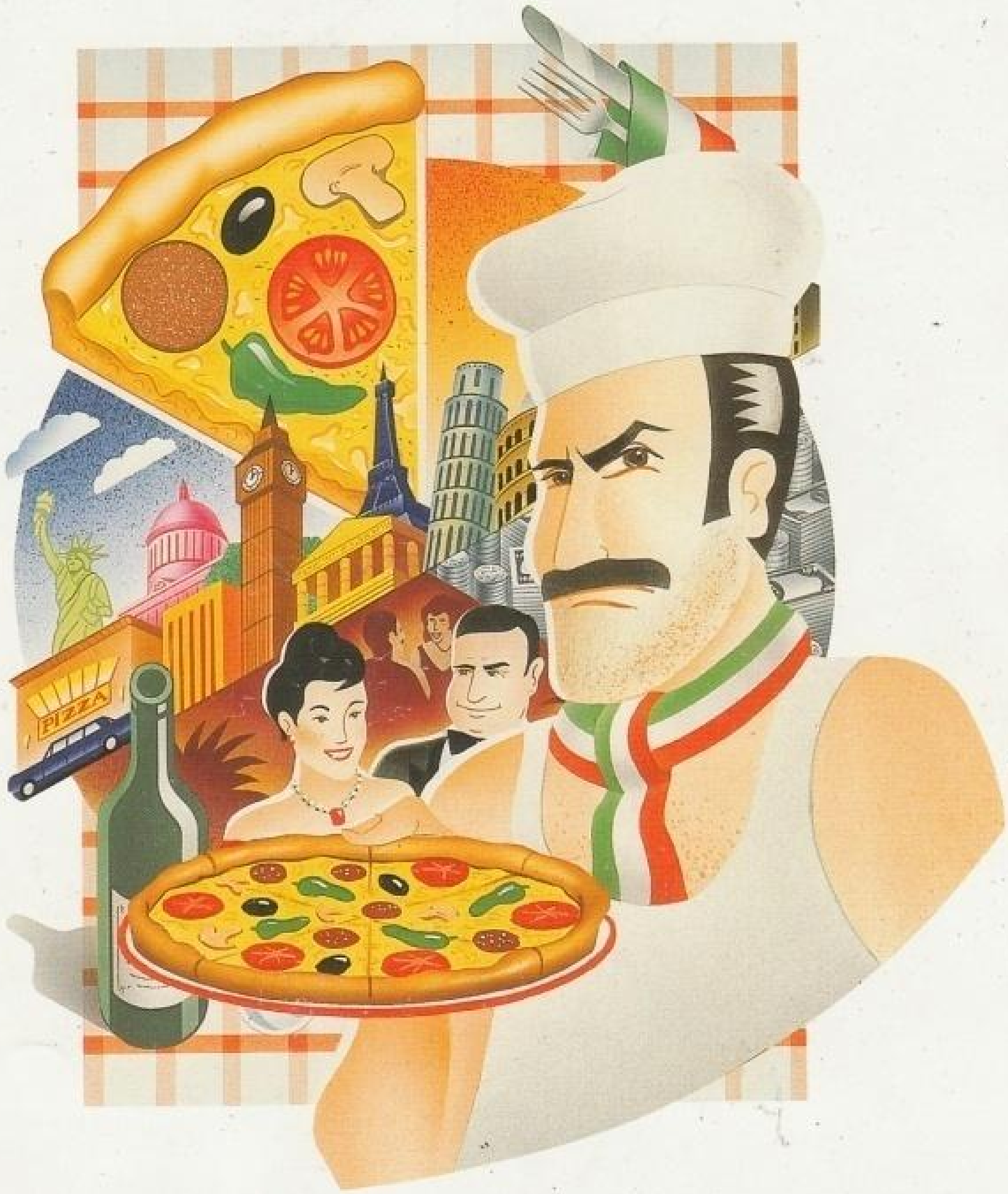

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